

THE OFFICIAL GUIDE FROM

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Pokémon COLLOSSEUM

A dynamic illustration featuring several large, powerful Pokémon. In the foreground, there's a red and white dragon-like creature (likely Rayquaza), a large blue and red snake-like creature (likely Gyarados), a purple and yellow lizard-like creature (likely Typhlosion), and a black and white dog-like creature (likely Arcanine). In the background, a large, pale zebra-like creature (likely Zekrom) is visible through vertical bars, possibly representing a cage or arena.

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

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OFFICIAL NINTENDO PLAYER'S GUIDE

Pokémon® Colosseum



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CONTROLS

With a good grasp of *Pokémon Colosseum's* controls, you'll be able to focus on what counts—building your rep as the fiercest Trainer ever to command *Pokémon*, whether in Battle mode's heated competitions or Story mode's Snag-'em-all mission.

- Move your character
- Navigate menus

- Show the menu
(Story mode only)



- Cancel a selection
- Back out of menus

- Select a menu option
- Speak with someone
- Examine an object

STORY MODE MENU

The menu system helps you keep your traveling inventory organized. From the *Pokémon* submenu, you can manage the six members of your current team. (You'll need to access a PC if you want to view your whole *Pokémon* collection.) The P★DA, short for *Pokémon*



Press X, Y or Start to access the top layer of the menu system, then press A to dive deeper into a menu and B to back out.

Digital Assistant, allows you to tap into your on-hand digital information. You can examine your inventory from the Item submenu. Note: Unlike in previous *Pokémon* games, Story mode's menu system doesn't enable you to save—you'll need to find the nearest PC.



In the *Pokémon* submenu, you can examine the statistics, moves and status of all *Pokémon* in your party and assign them held items.



The *Pokémon* Digital Assistant lets you read your e-mails and consult your Snag List.

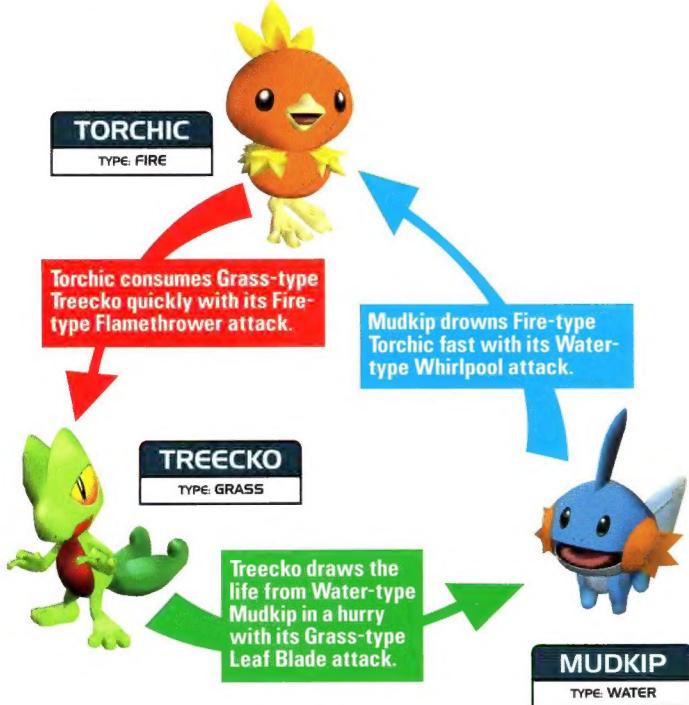
POKÉMON TYPES

Opponent Pokémons will eat you alive until you come to terms with the Pokémon type system. In battle, the 17 types collide in a way that takes rock-paper-scissors to the extreme. Knowing which Pokémons are vulnerable or resistant to an attack is essential.

VULNERABILITY

Every kind of Pokémon has one or two types, such as the single-type Torchic (Fire-type) and the dual-type Graveler (see below). A Pokémon's type determines what types of attacks—categorized by the 17-type system—it's vulnerable to. Consider this example that shows three Pokémons nipping at each other's heels for double damage:

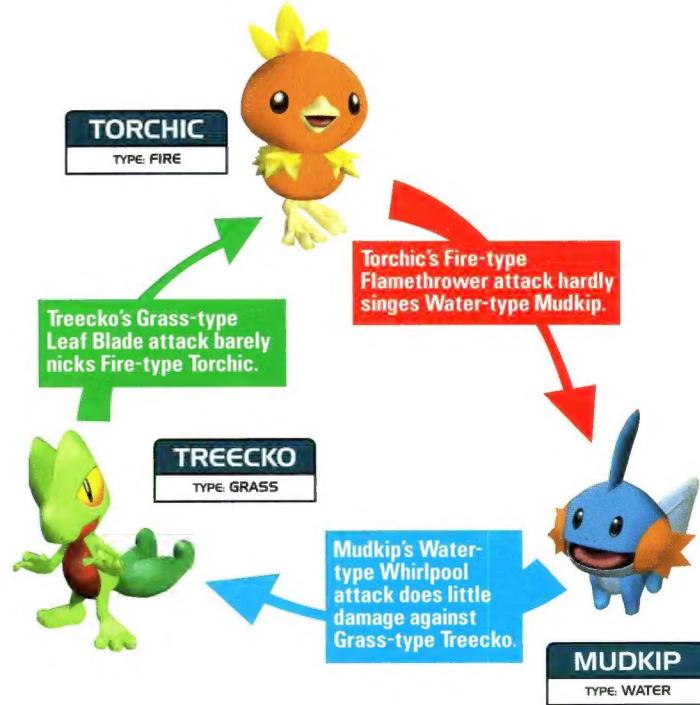
Strong Attack



RESISTANCE

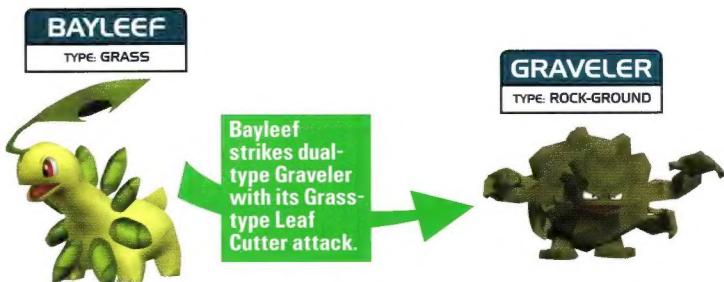
A Pokémon's type also affects what types of attacks it's resistant to. In the example below, which reverses the attack cycle shown to the left, the Pokémons do only half-damage to each other. When you consult the 17-type battle chart on page 4, you'll see that each Pokémon's type makes it resistant to its new tormentor:

Weak Attack



EVERY EDGE COUNTS

Your Pokémon's type doesn't tap into the vulnerability-resistance combat chart shown on page 4. Its *attack type* does, as shown above. If your Pokémon's attack type matches your Pokémon's type, the attack will be 1.5 times as powerful. You can also rack up another major damage multiplier—or a big disappointment—when you attack a dual-type Pokémon. Dual-types can be doubly vulnerable, doubly resistant or somewhere in between, depending on how each of its types reacts to a certain attack type. The example to the right shows an extremely effective attack that combines the type-matching and dual-type multipliers!



LEAF CUTTER'S TYPE MATCHES BAYLEEF'S TYPE	x1.5
GRASS-TYPE ATTACK VS. ROCK-TYPE POKÉMON	x2
GRASS-TYPE ATTACK VS. GROUND-TYPE POKÉMON	x2
TOTAL DAMAGE MULTIPLIER	x6

POKÉMON BATTLE MOVES

Of the hundreds of battle moves, each of your Pokémons will know only four at a time. Learn which moves cause major damage, inflict status conditions and meddle with statistics to help each Pokémon develop into a formidable powerhouse.

POKÉMON STATS

Five of a Pokémon's six statistics drive how well it delivers its battle moves. Its Attack and Defense stats determine how much damage it delivers or avoids from physical attacks (like Normal- and Flying-type attacks). Its Special Attack and Special Defense determine how much hurt it inflicts or escapes from special attacks (like Fire- and Ice-type attacks). Speed drives how fast the Pokémon moves in battle and when it takes its turn in a battle round. Hit Points indicates how much damage it can take.

Attack

The higher a Pokémon's Attack stat, the more damage it delivers with physical attacks.

Defense

The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.

Special Attack

The greater a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.

Special Defense

The greater a Pokémon's Special Defense stat, the less damage it takes from special attacks.

Speed

The higher a Pokémon's Speed stat, the faster it will strike in a battle round.

Hit Points

When a Pokémon takes damage, it loses HP. When it's out of HP, it faints out of its current position in battle.

THE POKÉMON COMBAT CHART

It's possible to bludgeon through battles without regard to type, but you'll win fights much faster—and level up your Pokémons much more quickly—if you use the battle system. If you know the defending Pokémons type then strike with the best attack types, you can rack up huge damage multipliers.

PHYSICAL ATTACK

SPECIAL ATTACK

DEFENDING POKÉMON TYPE

YOUR ATTACK TYPE	DEFENDING POKÉMON TYPE															
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	Poison	GROUND	Flying	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK
NORMAL												-	=			-
FIRE	-	-		+	+						+	-			-	+
WATER	+	-		-				+			+			-		
ELECTRIC	+	-	-					=	+					-		
GRASS	-	+		-				-	+	-	-	+		-	-	-
ICE	-	-		+	-			+	+					+		-
FIGHTING	+				+		-		-		-	+	=	+	+	+
POISON				+				-	-				-	-		=
GROUND	+	+	-				+	=			-	+				+
FLYING			-	+		+					+	-			-	
PSYCHIC					+	+				-				=	-	
BUG	-			+		-	-			+			-		+	-
ROCK	+				+	-		-	+		+				-	
GHOST	=										+			-	-	
DRAGON													+		-	
DARK								-			+		+		-	-
STEEL	-	-	-		+						+				-	

Attack-Damage Multipliers

- When figuring out the final damage multiplier, find out which individual multipliers apply, then multiply them together.
- To find out which attack types you should use on a defending Pokémon, scan its type column and see which attack types do x2 damage (+), half damage (-) or no damage (=).
- Against dual-type Pokémons, use the chart to find both damage multipliers, then multiply them together.
- When a Pokémon delivers a "critical hit" (a lucky strike), it inflicts double damage.

x2	Damage for + attacks
x2	"Critical hit" damage
x1.5	Damage if the attack type is the same type as the Pokémon's using it
x0.5	Damage for - attacks
x0	Damage for = attacks; the Pokémon is invulnerable to damage effects

PHYSICAL ATTACKS

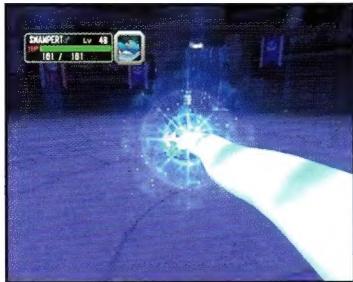
The higher the Pokémon's Attack is, the more damage its physical attack will do. But the higher the defender's Defense is, the less damage it will suffer.

SPECIAL ATTACKS

For special attacks, use the aggressor's Special Attack stat and defender's Special Defense instead.

MOVE STATISTICS

Each move has stats that influence battle results. The main three are Basic Attack power, Accuracy and Power Points. You'll find many more details about battle moves in the full list on pages 166-172, including their types and secondary effects. Some moves have amazing powers, but their effectiveness in battle always comes down to their main stats.



Swampert usually has a high Special Attack. When it uses the Hydro Pump special attack, the results are explosive, because the move has a Basic Attack power of 120. Fortunately for its opponents, the move's Accuracy is only 85 and it offers only five power points.

Basic Attack Power

The Basic Attack power (BA) influences damage. Weak moves tend to have a low BA; strong moves have a high BA. If you want to raise a Pokémon that can deliver stunningly strong attacks, teach it high-BA moves that work in tandem with its Attack or Special Attack stat—whichever's greater.

Accuracy

A move's Accuracy (AC) rating shows the likelihood that the move will connect with its target. Weak moves tend to have a better AC; strong moves often have a poor AC. The attacker can also use special moves that improve AC, and the defending Pokémon can tap moves that improve their powers of evasion.

Power Points

Power points (PP) show how many times a Pokémon can use a move before the ability is tapped out. When a Pokémon refreshes at a Pokémon Restoring Machine, all PP are replenished. Extremely potent moves usually have few PP, so you'll need to use them sparingly.

STATUS CONDITIONS

Many moves afflict the defending Pokémon with one of six status conditions for several turns or cause the foe to Flinch (lose its move). Moves that inflict attack damage *and* cause a status condition usually have a much higher Accuracy for the damage strike than for the additional status effect succeeding—use them with care.

CONDITION	EFFECT ON DEFENDING POKÉMON
BURN	Loses Attack strength and HP each turn
CONFUSE	Sometimes attacks itself instead of target
FREEZE	Can't deliver moves
PARALYZE	Can't deliver moves 25% of the time / Speed stat loss
POISON	Loses Attack strength and HP each turn
SLEEP	Can't deliver moves

STATUS-CHANGING MOVES

EFFECT	MOVE	AC
PARALYZE	GLARE	75
	STUN SPORE	75
	THUNDER WAVE	100
POISON	POISON GAS	55
	POISONPOWDER	75
	TOXIC**	85
BURN	WILL-O-WISP	75
CONFUSE	CONFUSE RAY	100
	SUPersonic	55
	SWEET KISS	75
	TEETER DANCE*	100
SLEEP	GRASSWHISTLE	55
	HYPNOSIS	60
	SING	55
	SLEEP POWDER	75
	SPORE	100
	YAWN*	100



A Pokémon can't suffer from more than one status condition at a time—except when Confuse is involved. Inflicting Confuse and a second condition is a great way to ensure success.

MOVES THAT INFILCT DAMAGE & STATUS CHANGE

EFFECT	MOVE	EFFECT AC
PARALYZE	BODY SLAM	30
	BOUNCE	30
	DRAGONBREATH	30
	LICK	30
	SPARK	30
	THUNDER	30
	THUNDERBOLT	10
	THUNDERPUNCH	10
	THUNDERSHOCK	10
	ZAP CANNON	100
POISON	POISON FANG **	30
	POISON STING	30
	POISON TAIL	10
	SLUDGE	30
	SLUDGE BOMB	30
	SMOG	40
FREEZE	BLIZZARD	10
	ICE BEAM	10
	ICE PUNCH	10
	POWDER SNOW	10
BURN	BLAZE KICK	10
	EMBER	10
	FIRE BLAST	10
	FIRE PUNCH	10
	FLAME WHEEL	10
	FLAMETHROWER	10
	HEAT WAVE	10
	SACRED FIRE	50
CONFUSE	CONFUSION	10
	DIZZY PUNCH	20
	DYNAMICPUNCH	100
FLINCH	PSYBEAM	10
	SIGNAL BEAM	10
	WATER PULSE	20
	ASTONISH	30
	BITE	30
	EXTRASENSORY	10
SPECIAL	FAKE OUT*	100
	HEADBUTT	30
	NEEDLE ARM	30
	ROCK SLIDE	30
	ROLLING KICK	30
	SKY ATTACK	30
	SNORE*	30
	STOMP	30
	TWISTER	20
	TRI ATTACK ***	20
SLEEP	SECRET POWER ****	30

* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

** Move afflicts its target with a more serious poison that does increasing amounts of damage with each turn.

*** Move can cause a Paralyze, Freeze or Burn condition randomly.

**** Move effect changes by location: DEF (Phenac Stadium); AC (Orre Colosseum); Paralyze (Under Colosseum, Tower Colosseum and Mt. Battle spots 1-30); Confuse (Pyrite Colosseum, Mt. Battle spots 31-60 and 100); and Flinch (Deep Colosseum and Mt. Battle spots 61-99).

STAT-ALTERING MOVES

Since damage is influenced by stats, using certain moves several times to pump up your Pokémon's stats—Attack for physical attacks, Special Attack for special attacks—can make your damage shoot into the stratosphere. If your Pokémon is defending against physical attacks or special attacks, use moves that bolster its Defense and Special Defense, respectively. Tampering with an opposing Pokémon's stats can be more effective, however, because it will remain weakened no matter which Pokémon you switch in and out of battle. A stat-attack on a defender may fail, however, so Accuracy comes into play. Some rare moves affect multiple stats at once—they appear in red in the tables below.



Eroding a defending Pokémon's stats then striking with damaging attack can be a more effective way to bring down tough foes like Skarmory.



Raising a Pokémon's stats during battle can quickly make it a major force, especially when using dual-stat-raising moves like Cosmic Power.

STAT-RAISING MOVES FOR ATTACKING POKÉMON

EFFECT	MOVE
ATK +	BELLY DRUM*
	HOWL
	MEDITATE
	SWORDS DANCE
DEF +	ACID ARMOR
	BARRIER
	DEFENSE CURL
	HARDEN
	IRON DEFENSE
SA +	WITHDRAW
	GROWTH
	TAIL GLOW
SD +	AMNESIA
SPD +	AGILITY
ATK +, DEF +	BULK UP
	CURSE*
ATK +, SPD +	DRAGON DANCE
DEF +, SD +	COSMIC POWER
SA +, SD +	CALM MIND
EVASION +	DOUBLE TEAM
	MINIMIZE
SPECIAL	PSYCH UP**

STAT-REDUCING MOVES FOR DEFENDING POKÉMON

EFFECT	MOVE	AC
ATK -	CHARM	100
	FEATHERDANCE	100
	GROWL	100
DEF -	LEER	100
	SCREECH	85
	TAIL WHIP	100
SD -	FAKE TEARS	100
	METAL SOUND	85
SPD -	COTTON SPORE	85
	SCARY FACE	90
	STRING SHOT	95
ATK -, DEF -	TICKLE	100
ATK -, SA -	MEMENTO*	100
AC -	FLASH	70
	KINESIS	80
	SAND-ATTACK	100
	SMOKESCREEN	100
EVASION -	SWEET SCENT	100

MOVES THAT INFECT DAMAGE & REDUCE DEFENDER'S STATS

EFFECT	MOVE	STAT AC
ATK -	AURORA BEAM	10
DEF -	ACID	10
	CRUSH CLAW	50
	IRON TAIL	30
	ROCK SMASH	50
SPD -	BUBBLE	10
	BUBBLEBEAM	10
	CONstrict	10
	ICY WIND	100
	MUD SHOT	100
	ROCK TOMB	100
SA -	MIST BALL	50
SD -	CRUNCH	20
	LUSTER PURGE	50
	PSYCHIC	10
	SHADOW BALL	20
AC -	MUDY WATER	30
	MUD-SLAP	100
	OCTAZOOKA	50

MOVES THAT INFECT DAMAGE & RAISE ATTACKER'S STATS

EFFECT	MOVE	STAT AC
ATK +	METAL CLAW	10
	METEOR MASH	20
DEF +	SKULL BASH	100
	STEEL WING	10
ALL +	ANCIENTPOWER	10
	SILVER WIND	10

* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

** Move duplicates foe's stat modifications (AC: 80).



You can shield your defending Pokémon from stat-tampering by using the Safeguard or Mist move. When you're facing foes who are stat-meddling masters, there's no better way to keep your head on straight.



Baton Pass is great for Trainers who like to overwhelm the opposition with stat-booster Pokémons. When a Pokémon uses Baton Pass, it ducks out of battle but transfers any of its stat modifications to the incoming Pokémon!

MAKE YOUR MOVE

Most moves on the Battle Moves list (pages 166–172) are straightforward, delivering damage or afflicting foes with status- or stat-changing effects. But dozens more make an unusual impact or restrike the target on several turns. Check out the following examples to get an idea of the wide range of possibilities at your disposal.

CROSS CHOP

Some moves, such as Cross Chop, have a high chance of scoring a critical hit—which doubles attack damage. Pokémons that often score critical hits can blaze through battles quickly.



Cross Chop, with its Basic Attack power of 100, is the most powerful strike that has a high critical-hit chance. But even the least powerful of such attacks, Karate Chop, can gash foes badly when its critical hit comes through.

SEISMIC TOSS & NIGHT SHADE

When you can't get a break via the 17-type battle system, Seismic Toss and Night Shade can be a boon. They circumvent the system and deliver damage based on the attacking Pokémon's level.



Even when the damage isn't affected by type-based multipliers, you should still consult the battle table when using moves like Seismic Toss to find out which types are immune to the damage. Ghost-types are invulnerable to damage from Seismic Toss, a Fighting-type move.

SWAGGER & FLATTER

Swagger and Flatter raise the opposing Pokémon's stats (Attack and Special Attack, respectively), which sounds like a bad idea. But the moves cuff your opponent with a Confuse condition, as well.



A confused Pokémon may hurt itself. Since the Attack stat determines the damage, Swagger gives your foe more power—to knock itself out.



Flatter raises Special Attack, unfortunately. The confused target won't KO itself as fast. Use Flatter to baffle only foes with a wee Special Attack.

FIRE SPIN

Attacks like Fire Spin smack a target with damage and cause an effect that inflicts damage for two to five turns. Use such moves in tandem with other residual-damage moves to wear down a foe fast.



Smite a foe with Fire Spin, then inflict a status condition like Burn or Poison to give it two sources of residual damage. It'll lose hit points steadily while you continue your onslaught using other attacks.

FLY, DIG & DIVE

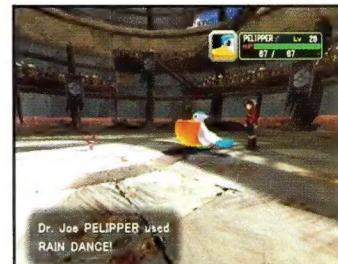
When a Pokémon uses Fly, Dig or Dive, it'll leave the field of battle for the rest of the turn, avoiding any incoming attacks, then return on the following turn to deliver an extrapowerful wallop.



When you face a Pokémon that uses Fly or Dig, respond with Gust or Earthquake, respectively. They're the only moves that will affect the Pokémon while they're above or underneath the field, and you'll do double damage! There's no such counter to Dive.

ENCORE

Encore forces a target to repeat its last move for three to six turns. It's a gamble when you're uncertain that your Pokémon will strike first. But if you're sure, Encore's a fierce move.



POKÉMON ABILITIES & NATURES

If you have two or more of the same Pokémon, you'll find that they have basic similarities, like their types and the kinds of moves they can learn. But their abilities and natures make each one unique.

ABILITY ON AUTOPILOT

Unlike with moves, you can't order a Pokémon to use its ability—the ability kicks into action if triggered by a battle event. Most Pokémons of a given kind have the same ability. Other kinds may have one of two possible abilities. See the full list on pages 172 and 173.

Prevention Abilities



Some abilities make a Pokémon invulnerable to specific types of attacks or effects. Claydol's Levitate, for example, prevents any Ground-type attack from scratching it.

Backlash-Related Abilities



A number of abilities automatically hit an attacking Pokémon with a backlash effect in certain situations. Some of them, like Rough Skin, inflict their effect when an attacker makes physical contact with its target.

Enhancing Abilities



Abilities like Chlorophyll, which doubles a Pokémon's Speed in sunny weather, will go into action in specific scenarios. Other abilities raise a Pokémon's attack power when using certain move types.

Strange & Fabulous Abilities



Some abilities are beyond categorization, such as Wonder Guard. The amazing ability makes Shedinja immune to all damage except from attacks that are "supereffective" against its dual Pokémon types on the battle chart.

GUIDED BY NATURE

Each Pokémon has one of 25 natures that affect how its stats may grow or languish as it gains experience. If you have several of the same kind of Pokémon, each with a different nature, you'll see their stats progress in very different ways based on the nature's influence! Nature also affects Shadow Pokémon purification—see page 20.

NATURE	EFFECT ON STAT GROWTH
ADAMANT	ATTACK + / SPECIAL ATTACK -
BASHFUL	-
BOLD	DEFENSE + / ATTACK -
BRAVE	ATTACK + / SPEED -
CALM	SPECIAL DEFENSE + / ATTACK -
CAREFUL	SPECIAL DEFENSE + / SPECIAL ATTACK -
DOCILE	-
GENTLE	SPECIAL DEFENSE + / DEFENSE -
HARDY	-
HASTY	SPEED + / DEFENSE -
IMPISH	DEFENSE + / SPECIAL ATTACK -
JOLLY	SPEED + / SPECIAL ATTACK -
LAX	DEFENSE + / SPECIAL DEFENSE -
LONELY	ATTACK + / DEFENSE -
MILD	SPECIAL ATTACK + / DEFENSE -
MODEST	SPECIAL ATTACK + / ATTACK -
NAIVE	SPEED + / SPECIAL DEFENSE -
NAUGHTY	ATTACK + / SPECIAL DEFENSE -
QUIET	SPECIAL ATTACK + / SPEED -
QUIRKY	-
RASH	SPECIAL ATTACK + / SPECIAL DEFENSE -
RELAXED	DEFENSE + / SPEED -
SASSY	SPECIAL DEFENSE + / SPEED -
SERIOUS	-
TIMID	SPEED + / ATTACK -



ITEMS & HELD ITEMS

You'll get many items that benefit Pokémons. Some of them—held items—can be used only by Pokémons themselves. Battle mode and Story mode have different item-usage rules; if you keep them straight, you can set your Pokémons up for far greater success.

ITEMS

You can use regular items in Story mode and in Pokémon games on the GBA, but not in Battle mode. Many heal damage and status effects. Others raise a Pokémons stats or level, or teach moves—they're rarer items, so use them sparingly. See the list on page 162.

STAT- AND LEVEL-RAISING ITEMS

Some stat-raisers, like X Attack, elevate stats only for the duration of one Trainer battle. Others, like Protein, raise them permanently. One item, Rare Candy, increases a Pokémons level.



You can't use the temporary stat-raisers in Battle-mode fights. If you want to get the edge, use permanent stat-raisers on a Pokémon before you bring it into Battle mode. You can lift a Pokémon's stats to fearsome heights if you use items like Calcium on them!

MOVE-GRANTING ITEMS

Hidden Machines (HMs) and Technical Machines (TMs) both teach Pokémons new moves. The TMs, however, are the only move-teaching items that you'll find in Pokémon Colosseum.



A TM can teach a move only once, and only to certain kinds of Pokémons. Activate a TM to see if anyone in your traveling party can learn the move. It's a great way to teach a Pokémon powerful moves long before it learns any by leveling up.

CURING STATUS CONDITIONS

Since inflicting a status condition is a big part of strategy, eliminating one is just as important. Some conditions wear off after several turns, but you can also have your team pull together to remove the status. You'll want a stash of condition-clearing items (in Story mode) on hand, and held items in your Pokémons' clutches (in both modes), to eradicate the problem and to maintain your battle momentum.

HELD ITEMS

You won't use held items; you'll give one to a Pokémon, who'll use it when the time's right or benefit from a constant effect by possessing it. Battle mode restricts item usage to held items only, so distribute them carefully. See pages 164 and 165 for complete lists.

BERRIES

Your Pokémon will hold a berry until it decides the time is right to consume the single-use held item. There are many kinds of berries, most with a healing, status-clearing or stat-raising benefit.



Your Pokémon will use berries, such as the sleep-curing Chesto Berry, to take care of their own problems. The big advantage: You won't waste a turn healing your Pokémon. In Battle mode, berries are even more essential since you can't use regular items.

BATTLE-ENHANCING HELD ITEMS

Many held items grant special effects in battle—such as increasing Fire-type damage or impairing the Accuracy of a foe's move—for as long as a Pokémon hangs onto the item.



Always consider which Pokémon will get the greatest benefit from a held item. For instance, when you pair the Scope Lens (which raises the odds of delivering a critical hit) with a Pokémon that can use Cross Chop (which already has a good chance of a critical hit), you'll be unstoppable.

CONDITION	ITEM/HELD ITEM CURES & OTHER CURES
BURN	ITEMS: Burn Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie; HELD ITEMS: Lum Berry, Rawst Berry, White Herb; OTHER: Remove Pokémon from battle
CONFUSE	ITEMS: Full Heal, Full Restore, Heal Powder, Yellow Flute; HELD ITEMS: Persim Berry; OTHERS: Remove Pokémon from battle; or wait a few turns for the condition to fade
FREEZE	ITEMS: Full Restore, Full Heal, Heal Powder, Ice Heal, Lava Cookie; HELD ITEMS: Aspear Berry, Lum Berry, White Herb; OTHERS: Any Fire-Type attack except Will-o-Wisp and Sunny Day; or wait a few turns for the condition to fade
PARALYZE	ITEMS: Full Heal, Full Restore, Heal Powder, Lava Cookie, Paralyze Heal; HELD ITEMS: Cheri Berry, Lum Berry, White Herb; OTHERS: Refresh, Rest, Smellingsalt moves
POISON	ITEMS: Antidote, Full Heal, Full Restore, Heal Powder, Lava Cookie; HELD ITEMS: Lum Berry, Pecha Berry, White Herb; OTHERS: Refresh, Rest moves
SLEEP	ITEMS: Awakening, Blue Flute, Full Heal, Full Restore, Heal Powder, Lava Cookie; HELD ITEMS: Chesto Berry, Lum Berry, White Herb; OTHERS: Wait a few turns for the condition to fade; Call Pokémon in battle (Story mode only)

Items and held items noted in red can't be found in Pokémon Colosseum—you must carry them in from the Pokémon games on the GBA.

COMBINATION EFFECTS

As you learn the specifics of more moves, abilities and held items, you'll begin to see ways to combine them to produce megapowerful effects. Seasoned Trainers always add combos to their type-trumping tactics to get the jump on their opponents.

WHAT'S IN A COMBO?

Setting up combo effects—by combining a move with an ability, second move or held item—is an advanced way to dominate in battle. Some are easy to discover as you read move and ability descriptions on pages 166–173. Others are more elusive, so be creative.

COMBO EXAMPLES

Aside from weather-related combos, which pair in well-known ways, many more combos fly under the radar screen. You might be the first to invent them. Inspire yourself with a few examples.

DOUBLE-EDGE + ROCK HEAD

The Double-Edge move inflicts huge damage but has a bad aftereffect: it hits the aggressor with one-third of the attack damage. If a Pokémon has the Rock Head ability, however, it won't suffer any!

OVERHEAT + WHITE HERB

Every time a Pokémon uses the Overheat attack, its Special Attack will drop dramatically—and thus reduce Overheat's damage on successive turns. Prevent stat loss with the held White Herb item.

ENDURE + SALAC BERRY + REVERSAL

The lower the attacker's HP, the greater Reversal's damage will be—so a Pokémon will wow crowds with Reversal if its own health hits 1 HP. Prep a big comeback with Endure and a Salac Berry.



Use Endure first, especially when your Pokémon is facing overwhelming battle odds. Endure will guarantee that it will survive the next wave of damage with 1 Hit Point—so hope for a KO. When its HP drops, the Pokémon will likely decide to use its Salac Berry, which raises a Pokémon's Speed only when its HP is low. That should set up your Pokémon for a first-strike hit with the amped-up Reversal attack.

BELLY DRUM + REST + CHESTO BERRY

When a Pokémon uses the Belly Drum move, its Attack stat will skyrocket to the maximum possible value. The downside: It will lose half of its HP. Overcome the problem by using the Rest move (TM44), which restores all HP but puts your Pokémon to sleep. If your Pokémon's holding a Chesto Berry, however, it'll use the held item to wake up immediately. It's a fiendish combo!

WEATHER INFLUENCE

Most moves that let you enhance or change the weather will help you raise the power of certain attack types. Sunny Day's intense sunshine, for example, will increase Fire-type damage. But many weather moves also bring out the best in numerous related moves.

SUNNY DAY + SOLARBEAM

Under normal conditions, the Solarbeam attack requires one turn to charge up before doing brilliant damage on the second turn. If you use Sunny Day first, you'll put Solarbeam into overdrive.



When either side uses Sunny Day, the whole battlefield is drenched with intense sunlight, which pours extra power into Fire-type moves. Sunny weather will also make the Solarbeam attack work every turn—with no charging up required!

SANDSTORM + SAND VEIL

Sandstorm will summon a gritty maelstrom, which damages Pokémon on both sides every turn, unless they're Rock-, Steel- or Ground-types. A sandstorm also makes the Sand Veil ability useful.



When a Pokémon has the Sand Veil ability, it will automatically get an evasion boost during a sandstorm. If you get a Pokémon with Sand Veil, find a TM 32 to teach it the Double Team move. (If your Pokémon also uses the evasion-raising Double Team, it'll be nearly untouchable in battle.)

RAIN DANCE + THUNDER

Rain Dance will bring a rainstorm onto the battlefield, thereby raising Water-type damage for all attacks. A storm will also boost the Accuracy of the Thunder attack so high that no foe can avoid it.



Even if a Pokémon uses moves like Double Team to raise its evasion to can't-hit heights, it still won't be able to avoid damage from a Thunder strike during a rainstorm.

INS AND OUTS OF SWITCHING

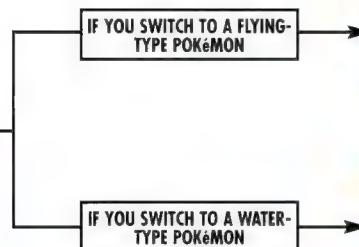
At the beginning of each turn, you can switch out a Pokémon for another on your team. You'll forfeit an attack opportunity, but making offensive and defensive switches is core to a savage strategy. Make sure that you have the switching basics mastered.

THE DEFENSIVE SWITCH

Always keep the defense of your in-play Pokémon in mind—and the battle chart on page 4 close at hand. If the opposing Pokémon has an attack type that trumps your Pokémon's type, switch it out for one that has the necessary resistance. Of course, it's hard to know which move types an opposing Pokémon has until it uses them, but you can assume—at least with higher-level Pokémon—that it'll have at least one powerful move that matches its own type.



If you judge a book by its cover, you can assume that the Ground-type Donphan will have at least one Ground-type move.



If you have a Pokémon whose type is vulnerable to Ground-type moves, switch it out with one of your Flying-type Pokémons, which are immune to all Ground-type attacks.



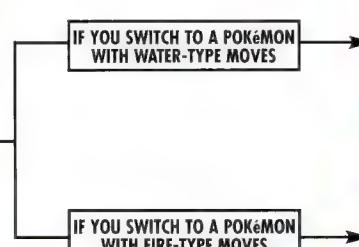
If you have a Water-type Pokémon that has more powerful attacks than your Flying-types, you'll need to make a tough decision. Water-types will get hit by Ground-type attacks, but since they aren't weak to such attacks, at least they won't suffer double damage. That fact might give them time to deliver their powerful attacks.

THE OFFENSIVE SWITCH

Making switches that maximize your strike power requires no guess-work. If you see a Pokémon and know its type (or look it up on pages 174-176), you'll know exactly which attacks will score type-trumping damage multipliers. If your attacking Pokémon can't exploit the situation, bring out a Pokémon with the attack types that can—before your foe realizes his weakness!



If your foe puts a Fire-type Pokémon on the field and you've sent in a Roselia that has no Water-, Ground- or Rock-type moves, you'll want to switch your Pokémon fast!



If you put a Pokémon with Water-type moves onto the field, it'll drown the Fire-type Pokémon with double damage. Even better, if you put out a Water-type with Water-type moves, your Pokémon will score the same-type 1.5x multiplier. In addition, you'll probably benefit defensively from the swap, since a Fire-type Pokémon probably has Fire-type moves.



Sometimes it's worth considering switching in a Pokémon whose move types won't score big damage—if it has a move that will inflict a great secondary effect. If you use Fire-type moves to fight a Fire-type Pokémon, you'll score little damage, but if you inflict a secondary Burn condition, you'll deliver ongoing residual damage, plus Attack-stat reduction! It's a big risk, though.

DOUBLE BATTLE TECHNIQUES

Double Battles play the most prominent role yet in *Pokémon Colosseum*. Story mode's battles are all Double Battles, so bone up on the advantages and pitfalls of the two-on-two fights. Combos take on greater importance in Double Battles—master them.

DOUBLE BOLSTER

One strategy for pairing *Pokémon* is to cover each other's back. For instance, Electric-type *Pokémon* have only one weakness—Ground-type attacks. If your foe strikes with such attacks, they're probably delivered by Ground-type *Pokémon*—which are vulnerable to three attack types. Pair your Electric-type appropriately!



You'll have backup for your Electric-type Ampharos if you partner it with a *Pokémon* that has Water-, Grass- or Ice-type attacks—like Pelipper with its Hydro Pump move. If your opponent puts out a Ground-type with Ground-type attacks, Pelipper can swab the deck with the would-be aggressor.

SIDEKICK ASSISTS

Some battle moves boost a partner's attacks directly or improve battle conditions for both onfield teammates. A few, like Helping Hand, cause their effect only in Double Battle. Others, such as Water Sport and Mud Sport, are twice as useful in a two-on-two battle because they cover both of your onfield *Pokémon*.

Helping Hand



The Helping Hand move works only in Double Battle since it raises the damage that the *Pokémon* partner inflicts. Helping Hand is one of the most versatile Double Battle assists, because it works with all attacks made in tandem.

Water Sport & Mud Sport



The Water Sport and Mud Sport moves splash the battlefield and reduce the attack damage of Fire- and Electric-type attacks, respectively. The moves make the field far safer for many *Pokémon* types to stay in play with less fear of getting KO'd by supereffective type-strikes.

BACKUP ABILITIES

You'll see abilities come into play more often in Double Battles. Some combos work more quickly when a partner sets up the move, such as the Sandstorm-Sand Veil combo (see page 10). And many abilities, like Lightningrod, work only in a Double Battle or have effects that benefit both partners, such as Intimidate.

LIGHTNINGROD

Electric-type attacks are a major pain for Water- or Flying-types, and many of the moves paralyze *Pokémon*. *Pokémon* that have Lightningrod are a boon in Double Battle, because they draw Electric-type moves away from their partner.



Many Rhydon have the Lightningrod ability. Since they're Ground-and-Rock-type *Pokémon*, they don't suffer any damage or effects from Electric-types. That makes Rhydon a must-have partner in any Double Battle against Electric-types. But the dual-type *Pokémon* is an especially great sidekick for Water- or Flying-types—and doubly so for a dual-type like Pelipper!

INTIMIDATE

The Intimidate ability hacks down the Attack stat of opposing *Pokémon* in all battles. But Intimidate is especially potent in Double Battles, since it will weaken *both* of your foe's onfield *Pokémon*, which benefits both of your defending *Pokémon*.



If one of your *Pokémon* has a low Defense stat, protect it with a sidekick that can Intimidate the opposing duo into having weaker Attack stats. Or pair two *Pokémon* that possess Intimidate to mow down the other side's Attack stats twice as much.



WIDE-AREA ATTACKS

In Double Battle, many moves affect both defending Pokémons on the field—and some explosive attacks even engulf your attacking Pokémons's sidekick! Exploit wide-area attacks whenever possible to spread out damage, status effects and stat-drops. Consult the battle lists on pages 166-172 to see if a move casts a wide effect.

ATTACKS WITH STATUS EFFECTS

When your Pokémons strikes with a wide-area attack, the move's Accuracy applies to each defender. If a move has a secondary status effect, it has a separate probability of connecting with each foe.

EFFECT	MOVE	EFFECT AC
BURN CONDITION	HEAT WAVE	10
FLINCH CONDITION	ROCK SLIDE	30
	TWISTER	20
FREEZE CONDITION	POWDER SNOW	10
	BLIZZARD	10
REDUCED ACCURACY	MUDGY WATER	30
REDUCED DEFENSE	ACID	10
REDUCED SPEED	BUBBLE	10
	ICY WIND	100

WIDE-AREA SUPPORT MOVES

Double Battle support moves improve both attackers' standing or hit both defenders with a special effect. Moves marked with an asterisk below work automatically—no Accuracy check required.

MOVE	EFFECT
AROMATHERAPY*	Heals all conditions of all in your party
GROWL	Lowers foes' Attack by one level
HAZE*	Returns your and foes' stats to normal
HEAL BELL*	Heals all conditions of all in your party
IMPRISON	Prevents foes from using your Pokémons's four moves
LEER	Lowers foes' Defense by one level
LIGHT SCREEN*	Halves damage from foes' special attacks for five turns
MIST*	Prevents stat reduction
REFLECT*	Halves damage from foes' physical attacks for five turns
STRING SHOT	Lowers foes' Speed by one level
SWEET SCENT	Lowers foes' evasiveness by one level
TAIL WHIP	Lowers foes' Defense by one level

EARTHQUAKE & EXPLOSION

Explosion and Earthquake affect three Pokémons: the two opposing Pokémons and the attacker's sidekick. Use the moves as a last resort—or partner carefully to avoid the collateral damage.



If you're using the Normal-type attack Explosion, partner the attacker with a Ghost-type, which is invulnerable to Normal-type attacks. If you're triggering an Earthquake, which is a Ground-type move, partner the attacker with a Flying-type Pokémons.

COMBOS IN TANDEM

Combos are useful in Single Battle; they're nearly mandatory in Double Battle, because you can serve up a two-move effect in one turn. Combos like Sunny Day-Solar Beam (see page 10) become a powerful first-turn assault—it's almost unfair. Certain moves make unique combos possible only in Double Battle.

GUTS + TOXIC + FACADE

The Guts ability multiplies a Pokémons physical attack strength by 1.5 when it's suffering from a status condition. When Guts is used in conjunction with the Toxic and Facade moves, possible only in a Double Battle, the Pokémons will become a frightening juggernaut.



Instead of turning Toxic on a foe, your Pokémons must strike its Guts-enabled partner with the move. Toxic has the highest Accuracy of all poisoning moves, so your Guts-y Pokémons will likely get the physical attack multiplier. Then the amped-up Pokémons should come out swinging with the Facade attack, because the move causes double damage when the attacker is poisoned. It's ingenious.

BELLY DRUM + PSYCH UP

The Belly Drum-Psych Up combo is a devious way of raising your onfield duo's Attack stats to great heights. The first Pokémons uses Belly Drum to raise its Attack stats to the highest possible value, then its partner targets the strengthened sidekick with Psych Up.



The stat-raising Belly Drum has a major drawback: it halves the Pokémons's HP. Fortunately, when its partner uses Psych Up, it will get all the benefit without any downside—and get its own Attack stats raised to the maximum possible value.

FOLLOW ME + FOCUS PUNCH

Focus Punch can cause a massively damaging wallop if it connects. That's a big *if*, because the move also forces the attacker to move last. And if it's hit by attacks before it punches, the attacker flinches and loses its turn. Circumvent the downside with Follow Me.



If your other onfield Pokémons uses Follow Me, it'll draw both incoming attacks to itself. So the punching Pokémons won't be hit, flinch and lose its turn. The combo is a sneaky way to sucker punch your opponents. (If you use the combo after you use the Belly Drum-Psych Up combo, you'll serve up a knuckle sandwich your foe will never forget!)

BUILD THE PERFECT TEAM

Attack multipliers, status conditions, stat meddling, combos—there's quite a bit to consider when constructing the perfect team for every occasion. First and foremost, however, you must balance your team's types before you think about adding in dazzling fightin' footwork.

STRIKE FROM A FIRM FOUNDATION

Your team's Pokémons might have the most savage moves available. They might be able to set up combos the likes of which the world has never seen. They might be able to raise their stats to nosebleed heights and yank their opponents' stats out from under their feet. But if your team members don't have type diversity and can't watch out for each other's type weaknesses, your team will quickly be picked off, one by one. Always build your team on a firm foundation—a balance of types. The sample teams below will help you guide your team's formation.



BALANCED TEAM

The team below will be hard to penetrate. The Fire-type Ninetales and Ground-type Sandslash are weak against Water-type attacks. But Grass-type Bellossom and Water-and-Psychic-type Starmie are resistant—so you can swap them out if Ninetales and Sandshark are threatened by a deluge of Water-type strikes. Similarly, every Pokémon on the team below has other Pokémon weaknesses covered. It's a finely balanced team.



NINETALES
FIRE



BELLOSSOM
GRASS



SANDSLASH
GROUND

OUT-OF-WHACK TEAM

Though the Pokémons below form a type-diverse bunch, they make a team with a glaring weakness. A Ground-type attack is effective against all of them—consult the battle chart on page 4 to see why—and will grind down each Pokémon superfast. Many of the Pokémons below tend to have some of the most powerful attacks possible, but they won't last long enough to use their megapowers.



METAGROSS
STEEL-PSYCHIC



NOSEPASS
ROCK



CAMERUPT
FIRE-GROUND



STARMIE
WATER-PSYCHIC



DODRIO
NORMAL-FLYING



MANECTRIC
ELECTRIC



SWALOT
POISON



AMPHAROS
ELECTRIC



CORSOLA
WATER-ROCK

STORY MODE



STORY MODE: A WHOLE NEW WORLD

Story mode's role-playing game is a world apart from the Game Boy games. Set in the new Orre region, the game breaks as many Pokémon traditions as it honors. Think you know Pokémon? Read on to find out what it takes to survive in Orre!

RESCUE MISSION

In the arid Orre region, the chances to catch wild Pokémon have dried up, so Team Snagem crooks steal them from Trainers. As the hero, you'll turn the thugs' tricks back on them—and travel in search of opportunities to Snag and rescue abducted Pokémon.

Speed across the Map



In previous Pokémon games, you walked the routes between towns. In Story mode, you'll instead select an Orre map destination, watch a cut scene of your speeding there on your desert cycle, then appear at your destination. You won't know all map spots at first. As you learn about new locations, more travel opportunities will open up.

Blaze through Double Battles



Trainers are everywhere in Orre—on the streets and inside buildings. Crooks and egomaniacs will usually pick a fight with you on sight; honorable Trainers generally wait for you to approach them. For the first time in a Pokémon game, all battles are Double Battles. Bone up on your tandem strategy—see pages 12 and 13.

Snag the Shadow Pokémon



In Story mode, you'll launch Snag Balls at your foe's Pokémon to Snag them from the battlefield. You can play such a dirty trick only when a Pokémon is surrounded by a purple aura. That's the sure sign that it's been turned into a Shadow Pokémon, a breed that has been tainted by criminals. You'll fight many battles, but the Shadow Pokémon are few and far between. Save them all if you can.

Purify Each Pokémon



You'll soon learn that the crooks have used technology to separate Pokémon from their true natures—turning them into battle machines. After you Snag a Shadow Pokémon, you must purify it using a variety of techniques (see page 20). After you reopen the door to the Pokémon's heart, it'll revert to its former self and possess all of its moves.

THE MENU SYSTEM

Press X, Y or the Start Button to activate the menu system, which helps you manage your traveling Pokémon party, keep your ever-updating data organized and access the key items, Technical Machines and other useful things in your inventory.

POKÉMON SUBMENU

You can carry only six Pokémon with you at a time, and you'll use the Pokémon submenu constantly to check their stats and moves, plus manage their attack order and give them held items.



When a Double Battle begins, the two leftmost Pokémon hit the field as the starting duo. If either of them has a Faint condition, the top Pokémon on the right joins the duo—and so on down the list. When you finish a battle in which some of your Pokémon have fainted, reorganize your lineup so you put your best foot forward at the start of your next battle.

P★DA SUBMENU

The Pokémon Digital Assistant (P★DA) holds your e-mails and tracks the Snag status of all Shadow Pokémon that you've met. You can also add another important feature, the Strategy Memo.



Speak with the teacher at Pre Gym in Phenac City to get the Strategy Memo installed on your Pokémon Digital Assistant. When you return to the teacher, you'll update your Strategy Memo with info about every new Pokémon that you've met since last you spoke to her. The Strategy Memo lists each Pokémon's type—essential for battle strategy.

ITEM SUBMENU

The Item submenu lets you use regular items on Pokémon or at key locations, give a held item to one of your Pokémon or use TMs to teach your team new moves.



If you want to send an item from Story mode to one of the Pokédex games on the Game Boy Advance, have a Pokémon hold the item, then trade the courier Pokémon to the GBA game.

POKÉMON RECOVERY

If all six Pokémon on your team faint, you'll lose the battle—and forfeit half of your savings to the victor. Avoid battling a Pokémon into oblivion repeatedly—it'll dislike you more and more. Heal Pokémon during and after battle to avoid such scenarios.

POKÉMON CENTERS & HOTELS

Pokémon Centers have long been a source of support for Trainers—they're where you can ask an attendant to recharge your Pokémon to full health and cure their status ills for free. In the Orre region, you'll have more options at your disposal.



In Orre, you'll often be able to walk up to a Pokécenter Restoring Machine and use it yourself, and many of the machines are in unusual places. If you can't find a Pokécenter Restoring Machine, seek a hotel. You'll have to pay for the opportunity to restore your Pokémon, but it's better than battling your team into complete exhaustion.

USE ITEMS IN AND OUT OF BATTLE

You can use items to heal damage and cure status conditions between battles or during a fight. If you heal a Pokémon during a clash, however, you'll forfeit its move. The best items are scarce, so battle smart to avoid using them needlessly.

ESSENTIAL CURATIVES

LEMONADE (COST: 350)

Restores 80 HP

You can buy Lemonade only in The Under. It's a fantastic bargain. Though potions cost slightly less, they heal a mere 20 HP, making them nearly useless during the high-damage battles common in The Under. Stock up on Lemonade when you can. It's the mid-adventure drink of choice.

FULL HEAL (COST: 600)

Cures all status conditions

Full Heal is a versatile item because it cures all status conditions. It's more expensive than any single-status curative, but you should still invest in a healthy handful of them. You'll spend less overall, because you won't need to purchase excess stock of each curative to cover your bases.

FULL RESTORE (COST: 3,000)

Cures all status conditions and restores all HP

Full Restore is also on sale only in The Under. Buy a few if you can afford the splurge. It's one of the most powerful curatives you can buy—it wipes away all status conditions and heals all damage. Full Restore is a last resort since it's so expensive, but you should never be without one.

PC: SAVE AND STORE

In the GBA games, you could save at any point in your travels. In Story mode, however, you must seek out the nearest PC to save. As with the GBA games, the PC holds your extra Pokémon and excess items—return to it to change your traveling party and inventory.



Longtime Trainers are used to finding PCs in Pokécenter Centers and other friendly locations. In Story mode, you'll also find them behind enemy lines. When you're deep in the heart of an enemy base, you'll be thankful for the chance to change your party before you face a boss Trainer.

POKÉMON STORAGE

If you Snag a Pokémon when your traveling party has six members, your addition will go directly to PokéStorage. You can access stored Pokémon only by using a PC.



Don't let your lower-level Pokémon languish on the PC. You might be tempted to purify a core team of six Shadow Pokémon, then level them up to terrifying heights. But you'll need the majority of your Pokémons to defeat all of the boss Trainers along the way to the climactic final fight. Return to the PC often to rotate your Pokémons into your experience-earning team.

ITEM STORAGE

With all of the items that you can find and buy, your traveling inventory will soon fill up. Don't clutter it with nonessential items; transfer them to a PC when you reach one.



If you find an item when your inventory is full, it will be transferred automatically into Item Storage on the PC. You may want to maintain space in your inventory, however. In some hostile areas, you'll have to backtrack a long way to find the nearest PC.

SAVE

You can save your game only at a PC. When you see a PC, save even if you're not done playing—it's critical if you want to Snag as many Shadow Pokémon as possible. If one slips through your grasp, you might not meet it again until much later in the game, so restart from your last save and try again. You'll lose all progress since your last save, but you'll gain something more precious: a second chance to Snag a Shadow Pokémon.

SNAG AND SAVE 'EM ALL

Wild Pokémon no longer exist in Orre, so Team Snagem thugs see them as a rare commodity—to be stolen from their owners. You'll need to Snag back the abductees and clear their tainted status to save them from their terrible fate.

SNAG TECHNIQUE

Snagging a Shadow Pokémon in Story mode is similar to catching wild Pokémon in the GBA games. But you can Snag only Shadow Pokémon, those with a sinister purple glow. And you must wear them down carefully to increase the chance of success.



When a Shadow Pokémon enters battle, it'll be surrounded by a purple glow. It's hard to miss. During battle, however, the glow goes away. But there's still a sign—a Shadow Pokémon's name and remaining hit points will be outlined in purple.

Step 1: Weaken the Pokémon



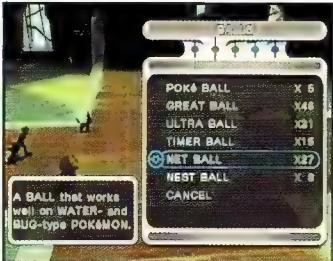
Before you throw a Snag Ball at a Shadow Pokémon, wear down its hit points as close to zero as possible to increase your chances of Snagging it successfully. Read step 2, however, before you think about whittling down its HP too far. There's a complication when catching Shadow Pokémon: they hurt themselves, too.

Step 2: Inflict a Status Condition



You'll improve your odds if you afflict your target with a status condition, especially Sleep. There's an additional reason to inflict a move-restraining status: Shadow Pokémon frequently use the new Shadow Rush attack, which causes a self-damaging backlash. If you reduce its HP too much and it then attacks with Shadow Rush, it will likely knock itself out—and slip out of your grasp.

Step 3: Pitch the Best Poké Ball



The Snag Machine turns any kind of Poké Ball into a Snag Ball. Load the machine with the Poké Ball that will improve your chances of capturing the Shadow Pokémon at hand.

POKÉ BALL PRIMER

You can turn any kind of Poké Ball into a Snag Ball. Because Orre has few low-level Pokémon, you'll find that a basic Poké Ball loses potency early in your travels. Don't risk losing a rare Shadow Pokémon by throwing out a cheap Poké Ball.

Poké Ball/Great Ball/Ultra Ball



A basic Poké Ball is better than nothing, but you should switch to Great Balls as soon as you can, since they improve your Snag odds. Buy Ultra Balls as soon as you can afford them. They'll increase your chances even more.

Premier Ball



You'll sometimes receive a Premier Ball as a thank-you for buying a lot of goods at once. They're as effective as a basic Poké Ball (not very). Why would you want to use a Premier Ball? Pure style—if it Snags a Pokémon, you'll see its silver flair every time you pitch the Pokémon into battle later on.

Net Ball



Hurl a Net Ball when you're trying to Snag a Bug-type or Water-type Pokémon. Your odds will improve. If you can't tell what a Shadow Pokémon's type is, consult pages 174-176 before you choose which Poké Ball to use.

Nest Ball



The Nest Ball is fantastic for Snagging low-level Pokémon. You won't find many low-level Pokémon in Orre, however. Keep a few handy just in case, but don't risk losing a Shadow Pokémon by throwing out a Nest Ball simply to clear your inventory.

Timer Ball



When all else fails but you don't want to resort to using a Master Ball, consider lobbing a Timer Ball. Its odds of Snagging a Pokémon increase as the battle draws on. If you can prolong battle for dozens of turns—quite a chore—you just might Snag an especially elusive Shadow Pokémon.

Master Ball



The Master Ball Snags its prey without fail. But you should throw one to Snag only a Shadow Pokémon that you can't live without. You'll find only one Master Ball in Orre. Don't waste the high-powered ammunition.

SHADOW POKÉMON

Something terrible—and powerful—happens to a Pokémon when it's turned into a battle machine. As a Shadow Pokémon, it's steeped in shades and divided from its nature, and, worst of all, it develops the Shadow Rush attack. The consequences are rough.



Throughout the long process of purifying a Shadow Pokémon, you'll see its remaining taint reflected in its five-bar purple meter. Until you fully purify the Pokémon, its life won't be back to normal—and its use to you will be limited.

SHADOW POKÉMON RESTRICTIONS

As long as a Pokémon in your possession retains its Shadow status, it will have unusual characteristics. The Shadow Pokémon:

- Won't level up or evolve
- At first, will perform only the Shadow Rush attack for you
- Can't learn new moves from TMs
- Won't desire a nickname
- Can't be entered into Phenac Stadium battles
- Can't be registered as part of a six-Pokémon team for Battle mode
- Can't be traded to the Pokémon GBA games

SHADOW RUSH & HYPER MODE

The Shadow Rush attack subverts the 17-type battle system. It works equally well against all Pokémon types—resistance, vulnerability and immunity don't come into play. Shadow Rush basically makes the Shadow Pokémon into a battering ram, and it often injures itself on impact. When a Shadow Pokémon is in the service of another Trainer, it'll use other moves in addition to Shadow Rush. But when you first Snag it, it will have only the Shadow Rush move. Every time you command it to use the attack, it has a chance of going into Hyper mode.

HYPER MODE: PROS AND CONS

Though a Shadow Pokémon in Hyper mode can be a handful, it also brings a powerful presence to the field. It:

- Will desire to use only the Shadow Rush attack; may disobey if you command it to use one of its other moves
- Has an extremely high chance of scoring a critical hit with Shadow Rush
- Can't benefit from items, such as those that heal damage or status effects



PURIFICATION STAGES

As you purify a Shadow Pokémon (see the next page), its purple taint meter will wear down. At each meter threshold, the Pokémon will remember more of its former self.

No Steps Reached



Until its taint dips below the first threshold, a Shadow Pokémon won't reveal any of its normal moves to you. You can command it to use only its Shadow Rush attack.

Stage 1



When the meter dips just under the first threshold, the Pokémon will reveal one move for use in battles. Take advantage of the move—you'll have to purify the Pokémon to Stage 3 before you gain a second one.

Stage 2



The Pokémon will earn experience starting with Stage 2. It won't benefit from experience until fully purified, but better late than never. During Stage 2, it will also reveal its nature, which indicates what purification method is best.

Stage 3



When a Shadow Pokémon reaches Stage 3, it will reveal a second move that you can use. The move is often a powerful one, so it's worth your while to keep working with the Pokémon until it reaches Stage 3.

Stage 4



At Stage 4, you'll have the best of both worlds in your Shadow Pokémon. It will open a third move to you, and it's usually even more stunning than the second move. Three moves plus Shadow Rush—that's a powerful Pokémon!

Stage 5



You might be tempted to maintain a Pokémon's tainted status until you beat the criminals behind the Shadow Pokémon crimes. But when you wear its taint down to nothing, you can purify the Pokémon completely.

FINAL PURIFICATION

When every trace of taintedness is gone, you can purify the Pokémon at the Relic Stone (see page 32). It'll lose Shadow Rush, gain its fourth move and benefit from its experience.



Final purification is a spectacular event that will unleash your Pokémon's full potential to use its moves and benefit from experience. For all of its hardship, your Pokémon will also earn a special ribbon—and it'll want a nickname at long last. Last but not least, all of the Shadow Pokémon restrictions will also fall by the wayside. For example, you'll finally be able to take it into Battle mode on a fully purified team!

PURIFY ON THE FLY

You can wear down your Shadow Pokémon's taint meter in five ways. Its nature—which isn't revealed until Stage 2—determines how quickly the Pokémon will respond to each method. Until Stage 2, observe how fast (or slow) each of the methods benefits the Pokémon, then make your best guess.

1 USE IT IN BATTLE

Under your care, your Pokémon will lose some of its taint every time you use it in battle. When it hits the field, you can catch a split-second glimpse of how far its meter drops.

2 CALL IT BACK FROM HYPER MODE

When the Shadow Pokémon enters Hyper mode, use the Call option instead of commanding it to make a move. It will forfeit its attack, but you'll see its corruption drop as it comes to its senses.



When you call your Pokémon, it will leave Hyper mode. If you're in a jam, you may want to wait before calling it and exploit Shadow Rush, which scores more critical hits during Hyper mode. The Pokémon will stay in Hyper mode in all battles until you call its name or it faints. Even refreshing it at a Pokémon Restoring Machine won't clear its Hyper mode. You can also call a Pokémon's name to wake it from a Sleep condition.

3 INCLUDE IT IN YOUR PARTY

Simply including a Shadow Pokémon in your team and walking with it has a good influence on its taint meter—most of all if the Pokémon has a Bold or Naught nature.

4 CHECK IT INTO POKÉMON DAY CARE

The Pokémon Day Care (see page 32) doesn't have a breeding capacity like those in the GBA games. If you check a Shadow Pokémon into the facility, however, it will lose its taint over time.

5 USE COLOGNE MASSAGE

Later in your adventures, you'll gain the Cologne Case, in which you can store three kinds of Cologne Massage scents that Pokémons enjoy. They're expensive but can be very effective.



You can get the Cologne Case from a young woman in Agate Village after you defeat Dakim at Mt. Battle. You can then purchase the one-time-use scents at the Pokémon Mart in the same village.

NATURE'S EFFECT ON SHADOW POKÉMON

NATURE	1	2	3	4	5
ADAMANT	+	-	+	=	-
BASHFUL	--	=	-	+	++
BOLD	+	-	++	=	--
BRAVE	++	-	+	-	-
CALM	+	=	=	+	+
CAREFUL	-	=	-	+	+
DOCILE	-	++	=	-	=
GENTLE	--	=	-	++	+
HARDY	+	=	+	--	=
HASTY	++	=	-	--	+
IMPISH	++	=	+	--	-
JOLLY	+	=	=	--	+
LAX	=	-	+	-	+
LONELY	--	+	+	--	++
MILD	-	-	-	+	++
MODEST	-	=	-	++	=
NAIVE	=	=	+	-	=
NAUGHTY	+	-	++	-	-
QUIET	=	=	=	=	=
QUIRKY	++	-	--	++	-
RASH	-	=	=	=	+
RELAXED	-	-	-	++	+
SASSY	++	--	+	-	=
SERIOUS	=	+	=	=	-
TIMID	--	+	--	++	+

Hyper mode effect: Nature also affects whether a Shadow Pokémon is more or less likely to fall prey to its own Hyper mode when it uses Shadow Rush. Natures listed in red are more likely; those in blue are less likely.

++	Method is extremely effective
+	Method is very effective
=	Method is effective
-	Method isn't as effective
--	Method is barely effective



RAISING YOUR POKÉMON

After you fully purify a Pokémon at the Relic Stone (see page 32), you'll have a lively Pokémon on your hands, ready for you to guide its growth and learn new moves as it gains experience. How you raise your Pokémon makes a big difference in its development.

LIVE, LEARN & GROW

A Pokémon will gain a level when it fills its battle experience meter. When a Pokémon participates in a fight against an opposing Pokémon, however briefly, it'll gain an equal share of experience points from the victory (unless a team Pokémon is holding the Exp. Share item, which siphons more than the usual share).



To help a Pokémon reach a new level, use it frequently in battle. You can also feed it a Rare Candy, though you should save the scarce treats to raise the level of high-level Pokémon, because it takes proportionally larger amounts of experience to increase a Pokémon's level as its level rises.

DEVELOP NEW MOVES

A Pokémon will learn a new move when it reaches a certain level, and the move is generally more powerful than those learned at lower levels. New moves' higher power may stem from brute damage (higher Basic Attack power), better special effects, improved Accuracy or even greater combo-effect potential.



A Pokémon can know only four moves at a time. You'll need to select an old move for it to forget—or pass up a learning opportunity. Choose carefully. As the Pokémon gains levels (and stats), old moves may deliver stronger damage or connect to later learned moves for interesting combos. Of course, new moves tend to be more obviously powerful.

FRIENDSHIPS & CHILLY RELATIONSHIPS

Pokémon can like you or not like you much. If a Pokémon knows Return (TM27), it will deliver a stronger attack the more your friendship grows. If it uses Frustration (TM21), its damage will be greater the less it likes you. To develop a friendship with a Pokémon, walk with it often, avoid letting it be KO'd in battle and give it stat- and level-raising items. Don't use items from the Herb Shop (see page 36).



EVOLUTION

At a specific level, some kinds of Pokémon evolve, which may bring stronger stats and other benefits. If you don't evolve a Pokémon, however, it is likely to learn moves sooner. But some evolved Pokémon learn moves that their pre-evolved forms don't. Study all evolution benefits in the Pokédex (pages 137-160).



Quilava's evolution to Typhlosion shows the usual advantage of Pokémon evolution: many of its stats make a quantum leap. Typhlosion will have to wait until it reaches higher levels than Quilava to learn advanced moves (see below).

CANCELING AN EVOLUTION

Always know the level at which your Pokémon will try to change, and know its evolution advantages and disadvantages so you can make a snap judgment when the time comes. If you're at a point in your quest that you need Quilava's Flamethrower move quickly instead of Typhlosion's higher stats, you'll have only seconds to make your decision.



Quilava

LEVEL	MOVE
42	SWIFT
54	FLAMETHROWER



Typhlosion

LEVEL	MOVE
45	SWIFT
60	FLAMETHROWER



If you want to cancel the evolution, press and hold B until you see that your Pokémon has stopped trying to change. Thereafter, every time it reaches the next level of experience, it will attempt to evolve—and you'll need to make the choice again.

GAMEPLAY CHECKLIST

The criminal conspiracy in Orre will lead you back and forth across the world map many times as you stumble upon new leads and new locations. If you're dizzy from the whiplash-inducing travel, reorient yourself by finding your last completed objective on the checklist below, then continue on your travels.

OUTSKIRT STAND

PG. 24

- Explore the stand, then step back outside to battle with Willie.

PHENAC CITY

PG. 25

- Defeat the kidnapper in battle and rescue your sidekick.
- Meet with Mayor Es Cade at his house.
- Enter Phenac Stadium and learn about the competition already underway. Exit the stadium to meet the Team Snagem crooks and battle one of them.
- In the Poké Ball Mart, hear about the Outskirt Stand's Poké Ball sales.

OUTSKIRT STAND

PG. 24

- Get five Poké Balls from the salesman.

PHENAC CITY

PG. 25

- Fight Folly and Trudly in the mayor's house.
- Defeat Verde, Bluno or Rosso, the Miror B. goons that block your exit through the city gates.

CONSTRUCTION LOT

- Stop at the site; leave to see Pyrite Town placed on the map.

PYRITE TOWN

PG. 27

- Speak to the shady Trainer in Pyrite Colosseum about Cail's mysterious Pokémons.
- Confront Cail and defeat his Pokémons team.
- Discover the hideout (and controversy) at Duking's home.
- Learn about the sabotage at the windmill.

CONSTRUCTION LOT

- Recover the windmill's **Gear** among the site's clutter.

PYRITE TOWN

PG. 27

- Fit the **Gear** into place at the windmill to restore the colosseum's power, then accept Duking's mission.
- Win the colosseum competition, then speak to the thug on the bridge to gain entrance to the Pyrite building.

PYRITE BUILDING

PG. 29

- Defeat two Miror B. goons in the penthouse and rescue Silva.
- Best the guard of Pyrite Cave.

PYRITE CAVE

PG. 30

- Discover and defeat Miror B.
- Rescue Plusle, accept Duking's help then leave Pyrite.

AGATE VILLAGE

PG. 31

- Talk about Shadow Pokémons in Eagun's House.
- Defeat Skrub in Relic Forest.
- Hear about Celebi and the Time Flute from Senilor, who lived close to the shop.
- Receive the **Small Tablet** from Eagun.
- Read Duking's e-mail about misdeeds on Mt. Battle.

Mt. BATTLE

PG. 33

- Defeat nine thugs and their boss, Dakim, on Mt. Battle. Then obtain the **F-Disk**.
- Receive the **Time Flute** from Vander.

AGATE VILLAGE

PG. 31

- Visit Eagun to discuss the Mt. Battle skirmish.

MYSTERY LAB

PG. 31

- Receive the e-mail from Duking or Sherles about the captured Miror B. Peons while exploring the lab's perimeter.

PYRITE TOWN

PG. 27

- Get the **Jail Key** from the police department's table.
- Unlock the jail cell then take the **Elevator Key** from the sleeping prisoner.

PYRITE BUILDING**PG. 29**

- Activate the elevator using the Elevator Key.

THE UNDER**PG. 34**

- Go to the Junk Shop through the hotel, then get the **Powerup Part** from Perr.
- Give the Powerup Part to Nett and tell your P★DA number to Megg.
- Defeat Silva's captors near the elevator.
- Speak to Silva to receive his **R-Disk**.
- Use the R-Disk to move the UFO to the TV station, then defeat Venus.
- Chase Venus through the station basement and down the stairs to the subway.
- Walk through the train, then pick up the **Subway Key**.
- Ride the train to the lab basement. Pick up the **Maingate Key** then ride back to The Under.

SHADOW POKÉMON LABORATORY**PG. 37**

- Use the Maingate Key to get past the laser fence.
- Enter the right door. Trip the left shutter-door switch.
- Defeat the researcher in Left B1F to get the **Card Key**.
- Defeat the researcher in Right B2 to get the **Down St. Key** from the desk.
- Open the locked door by using the Down St. Key.
- Pick up three **DNA Samples** scattered through the lab.
- Identify each DNA Sample with the DNA analyzer.
- Unlock the last door by using the decoded info from the the DNA Samples.
- Defeat Ein in battle, then take his **Data ROM**.

THE UNDER**PG. 34**

- Give the Data ROM to Nett.

MAP KEY**5**

Numbers on maps point out locations that either are critical to progressing in your mission or hold resources that would be helpful. Multiple numbers at the same location indicate events that occur at different times.

SHOP **MART** **CENTER**

The Mart and Shop icons indicate Pokémon Marts and regular shops, respectively. A Center icon shows the location of a Pokémon Center.

**PYRITE BLDG
PAGE 29** **A**

A location and page number label at a door or gate point to areas beyond the map. A letter in a blue square marks a connection between separate map areas.

TM 27 (RETURN)

Yellow labels show item locations. Labels attached to a numbered callout indicate that you must enter a building or experience an event to get the item.



Each of the 48 Shadow Pokémon loose in Orre is part of a Trainer's team. You'll find a Shadow Pokémon's Trainer at the location pointed out by the callout. (Three of the Trainers in Phenac City are exceptions; see tip 6 on page 26.) Some Trainers leave their position if they defeat you, so you won't find their Shadow Pokémon at the indicated spot. A boss's Shadow Pokémon is noted in red in boss strategy boxes.

REALGAM TOWER**PG. 39**

- Topple four Cipher Admins to get four **ID Badges**.
- Optional: After you get Eagun's e-mail, return to Agate Village and obtain the **Master Ball** from him.
- Beat Gonzap, the Team Snagem leader.
- Defeat six foes in the colosseum. Watch the ending.

PYRITE TOWN**PG. 27**

- Receive and read e-mail from Secc, then visit him. Defeat Cail and ask him about Shadow Pokémon.

SNAGEM HIDEOUT**PG. 41**

- Snag the Shadow Pokémon from the Cipher Peon.

THE UNDER**PG. 34**

- Receive and read e-mail from Secc. Talk to Nett, then find and defeat Gurks and ask him about Shadow Pokémon.

SHADOW POKÉMON LABORATORY**PG. 37**

- Snag a Shadow Pokémon from the Cipher Peon in the lab.

SNAGEM HIDEOUT**PG. 41**

- Snag Skarmory from Gonzap (if you didn't upon your first meeting). Beat him then take the **D-Disk**.

THE UNDER**PG. 34**

- Use the D-Disk to take the UFO down to the Deep Colosseum.
- Defeat four Cipher Admins to face Deep King Agnol in battle, then Snag his Shuckle.

OUTSKIRT STAND**PG. 24**

- After you've Snagged 47 Shadow Pokémon, you'll get an e-mail. Follow the instructions to meet the Shady Guy. Snag his Togetic—the 48th and final Shadow Pokémon.

OUTSKIRT STAND

When the epic begins, you'll speed away from Team Snagem's obliterated hideout to a run-down heap where you can load up on items and—most importantly—Poké Balls. Return to the Outskirt Stand and stock up on the Snag-enabling essential often.



STARTING OUT

Enter the café and hear the TV report, then battle Willie, a fellow Trainer, when you leave the train. It's your first chance to use your starting duo, Espeon and Umbreon. After you beat Willie, Phenac City will appear on the field map as a destination.



Espeon can hit with a strong Confusion attack thanks to its high Special Attack, plus it can lend its Helping Hand to raise its partner's strike power. Umbreon will suffer less damage from foes with its great Defense and Special Defense. It can withstand any kind of onslaught better than Espeon.



2 poké BALL MONOPOLY

The shopkeeper sells basic supplies when you first meet him. When you bring your sidekick to the shop, she'll ask him if he stocks Poké Balls. He'll bring some out from storage, give you five and sell them (plus Great Balls) thereafter—then add more varieties later.

SHOP

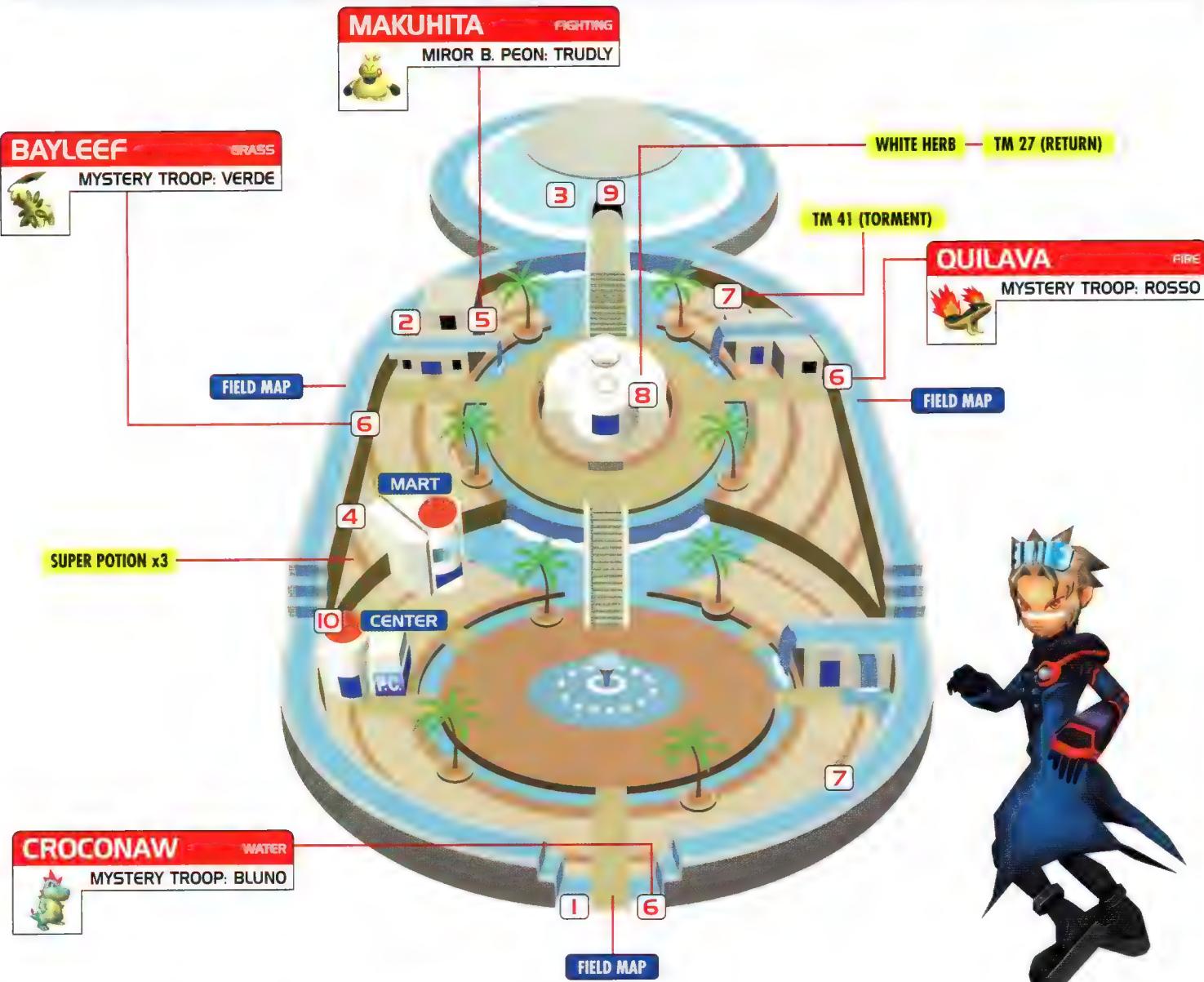
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL*	600
GREAT BALL*	600
ICE HEAL	250
NEST BALL**	1,000
NET BALL**	1,000
PARALYZE HEAL	200
POKÉ BALL*	200
TIMER BALL**	1,000
ULTRA BALL**	1,200

* On sale after you receive the five free Poké Balls from the shopkeeper

** On sale after you receive your first e-mail from Duking

PHENAC CITY

The stately oasis brims with water and good cheer—in stark contrast to the wasteland outside its gates. It's also home to the first two Shadow Pokémon that you can Snag, one of which will require that you make a major choice.



MART (FIRST FLOOR)

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
ICE HEAL	250
PARALYZE HEAL	200
POTION	300
SUPER POTION	700

MART (SECOND FLOOR)

DIRE HIT	650
GUARD SPEC.	700
X ACCURACY	950
X ATTACK	500
X DEFEND	550
X SPECIAL	350
X SPEED	350

I GAIN A SIDEKICK

When you first enter the city, you'll cross the path of two thugs trying to sneak a sack into town. One of them will battle you. Trounce his Whismur duo with Espeon's Confuse and Umbreon's Bite. After you beat him, the thugs will drop the sack and run off. Open it to rescue the kidnapped girl inside—she'll join your team as a sidekick.

2 MEET THE MAYOR

Check in with Mayor Es Cade. Your new sidekick will fill him in on her recent traumas—from seeing strange Pokémon to being abducted by thugs. Es Cade will start an investigation and tell you to check out the city's Pokémon Stadium in the meantime.



When you approach the mayor's house, an eerie fellow will step outside and say a few mysterious things about your potential, then leave the city through the nearby exit.

3 SKIRMISH AT THE STADIUM

When you first check in at Phenac Stadium, the attendant will say that a competition is underway. Upon leaving, you'll be broadsided by Team Snagem crooks who want the Snag Machine you're carrying. One of them will battle you with his Pokémon—one of which is Koffing. Your Espeon, with its Psychic-type Confusion attack, will trump and take out the Poison-type superfast.

4 PROBLEM WITH POKÉ BALLS

After your sidekick hears that you were a Snagger with Team Snagem, she'll insist that you need to have some Poké Balls. She won't let you leave Phenac City until you get some from the Poké Mart—or at least try to. When you learn from store patrons that it doesn't have any but the Outskirt Stand does, you'll be free to skip town.

5 WHEN THE MAYOR'S AWAY

When you go to the mayor's home with Poké Balls, you'll find the crime boss, Miror B., in the house. He'll flee, but crewmembers Folly and Trudly will fight. Consult the battle chart on page 4—you'll see which of your Espeon's and Umbreon's attacks are supereffective against Trudly's first two Pokémon. But Trudly has a surprise.



After you KO one of Trudly's starters, he'll replace it with Makuhita, the first Shadow Pokémon you can Snag. Weaken it, but not with Espeon's Confusion. Since the move's strong against Fighting-types, you might accidentally KO it. After you've weakened the Pokémon, lob a Snag Ball. Don't leave without the Makuhita. It's one of the few Snaggable Fighting-types.

6 SNAG ONE, LOSE TWO

After you've met Miror B. at the mayor's house, his three goons will go to the three city gates to prevent your exit. You need to defeat only one. Choose your opponent carefully, because your selection determines which one of three Shadow Pokémon you can Snag.



The Grass-type Bayleef, the Water-type Croconaw and the Fire-type Quilava are with their Trainers at the west, south and east gates, respectively. You can meet and Snag only one of them, so consider each type's advantages (see the battle chart on page 4) before you decide.

7 FRIENDLY BATTLES

Challenge the two Trainers on the east side of town to get in some early experience. If you defeat Roller Boy Kaib, found in the north-east corner, he'll give you TM 41 (Torment), which prevents an opposing Pokémon from using the same move twice in a row.

8 STUDY UP AT PRE GYM

Visit the lecturer to update your P★DA with the Strategy Memo (see page 16). Then chat with the Gym Leader, Justy, to start a four-Trainer battle. You'll win the White Herb if you defeat them. If you have six Pokémon, you can battle Justy and win TM 27 (Return).

9 PHENAC STADIUM BATTLES

After you get an earful from Cail in Pyrite Town about its local colosseum, you'll be able to enter competitions at Phenac's stadium. There's a hitch: you must register a team of six fully purified Pokémon (see page 32). You can take away great prizes if you win.

BATTLE	PRIZE
FIRST SERIES	TM 18 (RAIN DANCE)
SECOND SERIES	TM 11 (SUNNY DAY)
THIRD SERIES	TM 19 (GIGA DRAIN)
FOURTH SERIES	TM 22 (SOLARBEAM)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

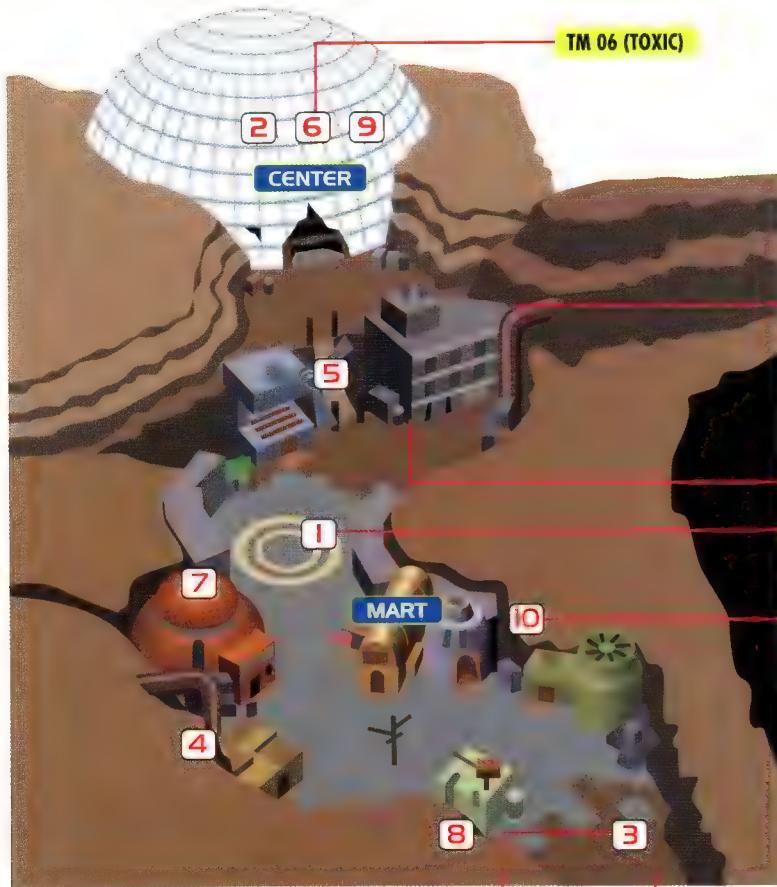
10 START THE GLOBAL TRADE

After you defeat the final boss (see page 40), the trading station in the Pokémon Center basement will be completed and you'll be able to trade Pokémon to a Pokémon Ruby or Sapphire Game Pak there. Trades are possible only under the following conditions:

- You've gotten the PokéNav in Ruby and Sapphire then saved at a Pokémon Center
- All Shadow Pokémon are fully purified
- Pokémon to be traded are not holding mail or an Enigma Berry
- The trade doesn't involve a Pokémon Egg

PYRITE TOWN

With its aggressive Trainers, crumbling colosseum and abundance of Shadow Pokémon, Pyrite Town holds menace and corruption around every corner—as well as a festering problem far below its surface. Watch your back.



FIELD MAP

TM 06 (TOXIC)

PYRITE CAVE
PAGE 30PYRITE BLDG
PAGE 29ELEVATOR KEY
TM 46 (THIEF)

SKIPLOOM



GRASS FLYING

RIDER: LEBA

SLUGMA



FIRE

ROLLER BOY: LON

QUAGSIRE



WATER GROUND

BANDANA GUY: DIVEL

NOCTOWL



NORMAL FLYING

RIDER: NOVER

FLAAFFY



ELECTRIC

ST. PERFORMER: DIOGO

MISDREAVUS



GHOST

RIDER: VANT

SHOP

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
HYPER POTION	1,200
ICE HEAL	250
PARALYZE HEAL	200
REVIVE	1,500
SUPER POTION	700

DUEL SQUARE

Six of the Trainers in the town's center have a Shadow Pokémon. To raise your chance of Snag success, weaken your target with low-damage strikes. Umbreon's Bite works well—except against types vulnerable to Dark-type strikes. You can always dial up Bite's damage by using Espeon's Helping Hand. If you KO your target by accident, you can fight its Trainer again after you visit any building.



You don't need to battle any Trainers to pass through Duel Square. But you should take them on to Snag their Shadow Pokémon. The diversity of Pokémon types will strongly benefit your team's defensive potential. (Over the long run, as you purify them, you'll also gain a wide range of type-based attacks.)

2 STADIUM SHENANIGANS

When you first enter Pyrite Colosseum, you can't register for a competition. One's already under way. Chat up your fellow shut-out to learn that the stadium's winners are awarded a mysterious kind of Pokémon, one that recent victor Cail has received as a prize.

3 CAIL'S SAVAGE FURRET

Cail will barely give you the time of day when you first bump into him, but after you learn about his colosseum prize—a Furret given to him by Miror B.—he'll show it to you in battle. It's a Shadow Pokémon, of course, so practice cautious Snagging technique.

4 VISIT DUKING'S PAD

The burly Duking runs the local colosseum, but he won't be receptive to your needs when you first meet him. The bookcase in his house doubles as a secret door. Open it then visit the kids in the hideout. Leave them and return to Duking to stumble upon a hostile scene.



You'll catch Duking's friend, Silva, chewing him out for letting the town's colosseum go to seed. After Silva runs off, you'll be left with Duking, who'll be just as disinterested in your presence as before.

5 ILL TIDINGS IN THE WIND

After you've witnessed Silva's bitter argument with Duking, you'll cross the scene of a crime when you next pass the windmill. When you step inside, the windmill operator will explain that Silva has sabotaged the station, which generates the colosseum's power, by stealing a Gear. The operator will ask you to hunt down the stolen item.



Coincidentally, the colosseum was ready to accept new competitors when its power went out. You'll need to fetch the Gear from the back corner of the Construction Lot (between Phenac and Pyrite), then return to the windmill with it. Duking will be visiting the operator. Place the Gear in the missing slot to restore power—and gain Duking's trust. He'll give you a vital mission.

6 A COLOSSAL UPSET

After you restore power to Pyrite Colosseum, you can enter a competition. You'll need to defeat four Trainers in a row to come out on top and win TM 06 (Toxic) and a big cash prize. You can circulate all six of your teammates through the Double Battles—they'll all be refreshed after each round. The Trainers use a diverse array of Pokémon types; the Shadow Pokémon move, Shadow Rush, will cut through the confusion, because the attack hits all types equally well.

7 SUPER GRAND HOTEL

If you're within a stone's throw of Duel Square and need a refresher between battles, the Super Grand Hotel serves as a handy rest stop. The convenience will cost you 100 credits. If you're not in a hurry, use Pyrite Colosseum's Pokémon Restoring Machine instead and save your cash.

8 CONSULT A SMART COOKIE

Should you ever lose your way in your quest, visit Fateen's fortunetelling shop. She'll often have a prediction for you that will point you in the right direction. Her service is free of charge, so consult the psychic as often as you need to.

9 COLOSSEUM COMPETITIONS

After you've shattered Miror B.'s hold on Pyrite Town, you can register for Pyrite Colosseum battles. Competitors tend to fight with Pokémon that are at or just above Level 50. You'll need to have a mighty team to beat down the four Trainers and claim the top spot. You can use your whole team in battles; they'll be refreshed after each round.

BATTLE	PRIZE
FIRST SERIES	TM 01 (FOCUS PUNCH)
SECOND SERIES	TM 07 (HAIL)
THIRD SERIES	TM 05 (ROAR)
FOURTH SERIES	TM 31 (BRICK BREAK)

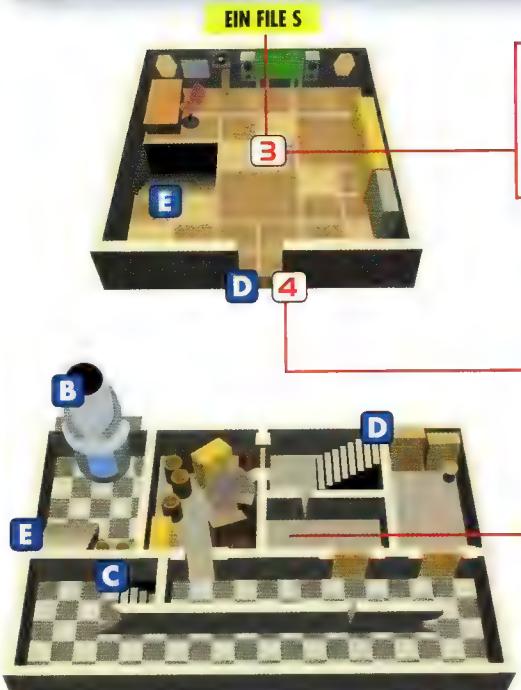
Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

10 THE SHORT ARM OF THE LAW

Chief Sherles and his deputy, Johnson, keep an eye on Pyrite Town, though they don't seem nearly as effective as you are at discovering problems afoot. The most useful thing about the police station is its PC. After you defeat Miror B., you'll find the Jail Key on the desk near one cell. Inside the north cell is TM 46 (Thief); unlock the door and grab it. Enter the south cell and pickpocket the sleeping prisoner to get the Elevator Key.

PYRITE BUILDING

The Shadow Pokémon trail leads to a derelict building in Pyrite Town. After you prove that you're worthy, you'll be escorted into the thick of a creepy plot, one that's driven by a local crime boss who's hiding in Pyrite's shadows.



REMORAI

WATER

MIROR B. PEON: REATH

MANTINE

WATER
FLYING

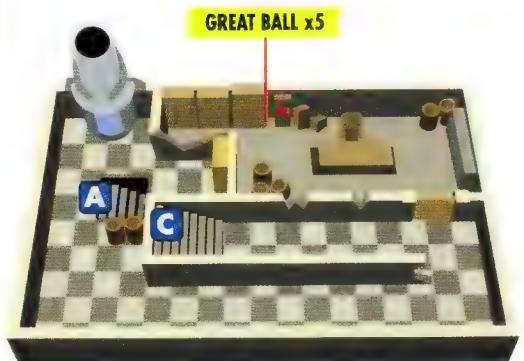
MIROR B. PEON: FERMA

QWILFISH

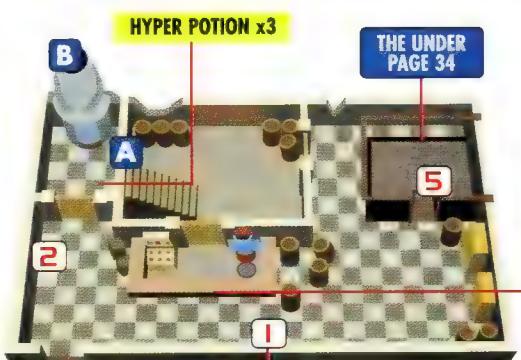
WATER
POISON

HUNTER: DOKEN

REVIVE



GREAT BALL x5



YANMA

BUG
FLYING

CIPHER PEON: NORÉ

PYRITE TOWN
PAGE 27

EIN FILE H

I TO THE VICTOR...

After you win the colosseum competition, a thug on the bridge will lead you into the Pyrite Building then battle you when he realizes who you are. Defeat him to discover Pyrite's secret shame from Duking, who bursts upon the scene. Get info-heavy Ein File H from the table before you leave.

2 ONE-WAY TRIP

You can't open the elevator-room door from the lobby. You can exit it only after you take the elevator down. The door will close behind you, so you'll need to take the long way back up to the roof.

3 PENTHOUSE SHOWDOWN

Two Miror B. grunts have Silva in captivity. One of their Shadow Pokémon—the lower-level Remoraid—presents a Snagging complication: your higher-level Pokémon will likely KO it with direct attacks, so erode its health slowly with status effects instead. After you defeat the grunts, you can learn more from Silva and Ein File S on the table. Miror B. will also pop in with a challenge: meet him in the cave.

4 THE CAVE ENTRANCE

When you first approach the penthouse door, one of Miror B.'s goons will block the nearby rooftop cave entrance. After you save Silva then approach the cave, the goon will fight you. Once you've Snagged his Qwilfish and defeated his team, return to the building lobby and save. You'll have to battle a long way through the cave to reach the next PC.

5 ELEVATOR TO THE UNDER

Once you possess the Elevator Key (see page 28), you'll be able to open the freight elevator and take it down to The Under. You'll need to battle the guard in front of the elevator each time you approach.

PYRITE CAVE

The bizarre Miror B. waits deep within the caves. You'll need to break through a challenging series of Trainers to reach him then outdazzle the crime boss in battle to shut down his plan—and Snag his formidable Shadow Pokémon.



BEFORE THE DANCE

To reach Miror B., you'll need to battle through a long labyrinth. If your team is worn out, take advantage of the Pokémon Restoring Machine and PC in the final stretch that leads to the boss.

2 BRING DOWN MIROR B.

Miror B. will be expecting you, and the eccentric boss will wait on a raised platform for you to speak with him. He'll blabber about how little chance you have of beating him—ruin his delusional party.

3 PLUSLE—PLUS MORE

After you defeat Miror B., enter the back room and collect the items. Then talk to Plusle. You'll be whisked off to Duking's office for a cut scene in which you get the Electric-type Pokémon. Afterward, leave town to get a push in the right direction from Fateen. (It adds Agate Village to your map.)

BOSS: MIROR B.

Miror B. has crafted a hard-to-breach team that contains four Ludicolo. They'll use Rain Dance to start a downpour, which turns on their Rain Dish ability—they'll gain HP from rain every turn. If a Ludicolo strikes one of your Pokémon with Leech Seed, swap it out to stop its HP-siphoning effect. To raise your chances of Snagging Miror B.'s Sudowoodo, avoid striking with Water-, Grass-, Fighting- or Ground-type attacks. They're all supereffective against the Rock-type Pokémon, and you don't want to KO it by accident.

SUDOWOODO	LEVEL 35	ROCK
LUDICOLO ♂	LEVEL 29	WATER-GRASS
LUDICOLO ♀	LEVEL 30	WATER-GRASS
LUDICOLO ♀	LEVEL 28	WATER-GRASS
LUDICOLO ♂	LEVEL 31	WATER-GRASS



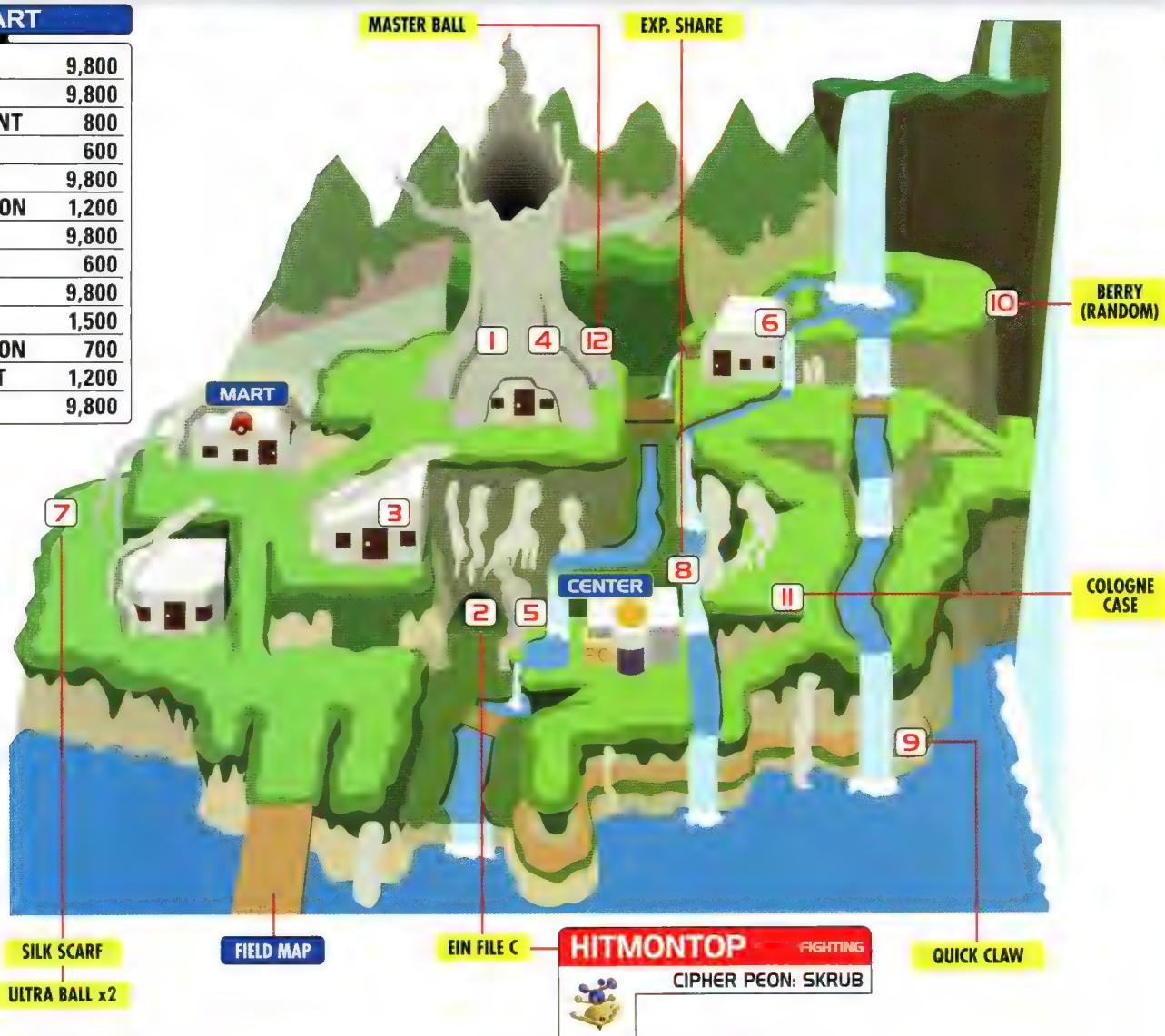
AGATE VILLAGE

The wisdom of the ages crystallizes among Agate's elderly citizens. The village also hides a relic that's the key to purifying Shadow Pokémon fully—and the enemy wants to destroy it. Agate Village holds many resources. Use them often.



MART

CALCIUM	9,800
CARBOS	9,800
EXCITE SCENT	800
FULL HEAL	600
HP UP	9,800
HYPER POTION	1,200
IRON	9,800
JOY SCENT	600
PROTEIN	9,800
REVIVE	1,500
SUPER POTION	700
VIVID SCENT	1,200
ZINC	9,800



ANCIENT WISDOM

Visit your sidekick's grandparents, who live in Agate's giant tree. As she chats with Eagun, her grandfather, a local will burst in with news that outsiders have broken into Relic Forest—Eagun will dash out.

RELIC FOREST

Battle through the three thugs in the forest tunnel to reach Eagun. You'll need to help Eagun defeat Skrub, who's come to destroy the Relic Stone. When you beat him, he'll run off and Eagun will take you to his home to discuss the relic. Return to the forest after you leave Eagun to collect Ein File C, which Skrub dropped.

THE LOWDOWN ON CELEBI

After you save Eagun and the Relic Stone, he'll ask you to look up Senilor, who may know something about the relic and its relation to legendary Pokémon Celebi. When you speak with Senilor, he'll fill you in on the relic's power over Shadow Pokémon and provide valuable information about Time Flutes, which can bring Celebi to the Relic Forest.

4 CRACKING AGATE'S SECRETS

After you've heard Senilor's relic-related outpouring, return to Eagun's home. He'll give you the Small Tablet, which reveals more secrets about the relic and lets you tap into the relic's purifying power. As you leave Eagun, you'll get an e-mail from Duking about dark deeds at Mt. Battle. The location will then appear on the map.

5 PURIFY SHADOW POKÉMON

With Small Tablet in hand, you'll understand the Relic Stone's purpose: it completes the final stage of purifying a Shadow Pokémon. Use it.



The relic will glow when you have a Shadow Pokémon that's ready for final purification (see page 19). Approach the relic then press A to complete the process. If you play a Time Flute at the relic, you must select one Shadow Pokémon to receive a powerful effect: Celebi will appear, purge all the purple from the recipient's meter, purify the Pokémon, then vanish again. A Time Flute can be used only once, so choose the beneficiary carefully.

6 DAY CARE & NAME RATER

You'll find two useful services in the house in Agate's upper-right corner. The Day Care attendant will take one regular or Shadow Poké-mon. The longer your quest continues, the more a Poké-mon will gain experience or a Shadow Poké-mon will become purified. The Name Rater will help you change your fully purified Poké-mon's nickname.

7 SIDE SPELUNKING

With its steep hills and sharp corners, Agate Village hides its secret spots and items well. You'll find a cave tucked away on the far left side of the village. Enter it to gain some fantastic items.



The cave's location isn't obvious. Walk behind the outstretched roots to discover the entrance, then go inside to claim the Silk Scarf and two Ultra Balls. (After you get Duking's e-mail—see tip 4 above—the Outskirt Stand will sell the highly effective Ultra Balls. Go there and stock up before you go to Mt. Battle. There's some tough Snagging in upcoming areas.)

8 SHARE THE WEALTH

You can find a rare Exp. Share in one of Agate Village's crannies. When a Poké-mon holds the item, it'll siphon a share of experience from battle even when it doesn't participate—and a larger share if it does.



Walk behind Eagun's tree. You'll find that you can pass to the other side, where a steep path leads down to where the Exp. Share is hidden.

9 QUICK DETOUR

Agate Village has lots of great items lying around, such as the Quick Claw, which is stashed along the waterfront. When a Poké-mon holds the item, it will sometimes strike first, even if its Speed is awful.



To reach the waterfront, you'll need to traipse down the slope that's to the left of the Poké-mon Center. The slope is hard to see, but you can catch a glimpse of its upper edge. Descend, then run right along the waterfront to reach the Quick Claw.

10 BERRY DELIVERY

Visit the elderly man who's always on the ledge that overlooks the right side of Agate Village. His Taillow often brings him a random berry, which he'll give to you. Check in with him often.

BERRY	RATE
CHERI BERRY	VERY OFTEN
CHESTO BERRY	VERY OFTEN
PECHA BERRY	VERY OFTEN
RAWST BERRY	VERY OFTEN
ASPEAR BERRY	VERY OFTEN
ORAN BERRY	VERY OFTEN
PERSIM BERRY	VERY OFTEN
LEPPA BERRY	OFTEN
SITRUS BERRY	RARELY
FIGY BERRY	RARELY
WIKI BERRY	RARELY
MAGO BERRY	RARELY
AQUAV BERRY	RARELY
IAPAPA BERRY	RARELY
LUM BERRY	VERY RARELY

11 SCORING THE COLOGNE CASE

After you beat Dakim at Mt. Battle, chat with the girl near the roots on the right side of the village. She'll give you the Cologne Case. You can keep the purifying Cologne Massage scents (see page 20) in the container, so you'll be able to purchase them at the local Poké-mon Mart.

12 THE MASTER BALL—AT LAST

Every ambitious Trainer needs a Master Ball, the most powerful kind of Poké Ball. With it, you'll be guaranteed success of Snagging a Poké-mon. You can get one from Eagun after he sends you an e-mail during your Realgam Tower adventures.



MT. BATTLE

With 100 platforms and 100 battles, Mt. Battle puts aspiring Trainers to an endurance test unlike any other. Unfortunately, you'll need to clean out criminals and their hot-tempered leader before you can scale its heights.



CLASH OF THE TITANS

A hulking Trainer, Dakim, has seized control of the first 10 steps. You must defeat his nine grunts before you have a shot at him. Before you battle Dakim, return to the Mt. Battle entrance and save at the PC. Revert to your save file if you fail to Snag Entei. After you defeat Dakim, he'll run away, leaving the F-Disk behind.

ORRE EXCURSIONS

When you chase off Dakim, he'll also leave his captive behind. Vander, the Mt. Battle Area Leader, will give you what Dakim was searching for—the Time Flute (see tip 5 on page 32). He'll take you back to the Mt. Battle entrance, where you can collect TM 47 (Steel Wing). You must then go on a few excursions around Orre:

- First visit Eagun in Agate. Ignore his advice to use the Time Flute immediately, unless you have a worthy Shadow Pokémon to purify, such as Entei.
- Next, visit the Mystery Lab, which will then appear on the map. You can't get past its laser fence, but you can collect three Revives hidden behind the back-right fence post. You'll get an e-mail from Duking. Read it to learn of your next destination.
- Go to the police station in Pyrite Town and give Sherles your P★DA number. Use the Jail Key to open the southeast cell, then pickpocket the Elevator Key from the sleeping prisoner. (You'll then be able to take the Pyrite Building elevator down to The Under.)

THE MOVE DELETER

Orre's only Move Deleter is always available in the Mt. Battle registration entrance. Speak to the elderly fellow with the cane, then choose a Pokémon whose move you want to eliminate. He'll delete your teammate's move.



BOSS: DAKIM

Dakim's strategy focuses on the Earthquake attack, which strikes both your Pokémon and his attacker's partner with Ground-type damage. The partner, if it has Protect, will use the move to shield itself from the strike. Defensively, bring in Flying-types; they'll suffer no damage from Ground-type attacks. Offensively, inflict status conditions to slow down Dakim's assault or to afflict his team with residual damage. The legendary Fire-type, Entei, is quite a prize, so give it a Sleep condition, then hurl out the Ultra Balls.

ENTEI	LEVEL 40	FIRE
METANG	LEVEL 37	STEEL-PSYCHIC
MARSHTOMP ♂	LEVEL 36	WATER-GROUND
GOLEM ♀	LEVEL 38	ROCK-GROUND
CAMERUPT ♂	LEVEL 38	FIRE-GROUND



ENTEI	LEVEL 40
CIPHER ADMIN: DAKIM	
F-DISK	TIME FLUTE
	TM 47 (STEEL WING)

BACK TO MT. BATTLE

By the time you've gained the Elevator Key, Mt. Battle will be back in business. You can proceed through the 100-Trainer battle in 10-step areas. At the end of each area, you'll get a Poké Coupon reward, then be able to transport off the mountain and later resume your ascent at the beginning of the area where you left off. You'll also gain experience along the way, which makes Mt. Battle a great place to go when you need to level up Pokémon in a hurry. You can use your Poké Coupons to buy plenty of valuable items.

AREA	COUPON
1	100
2	200
3	400
4	600
5	800
6	800
7	900
8	900
9	1,000
10	1,200

PRIZE	COUPON
APICOT BERRY	15,000
BRIGHTPOWDER	10,000
CHOICE BAND	10,000
FOCUS BAND	10,000
TM 13 (ICE BEAM)	4,000
TM 24 (THUNDERBOLT)	4,000
TM 29 (PSYCHIC)	3,500
TM 32 (DOUBLE TEAM)	1,500
TM 35 (FLAMETHROWER)	4,000
GANLON BERRY	15,000
KING'S ROCK	10,000
LEFTOVERS	10,000
MENTAL HERB	8,000
PETAYA BERRY	15,000
QUICK CLAW	10,000
SALAC BERRY	15,000
SCOPE LENS	10,000
WHITE HERB	8,000

THE UNDER

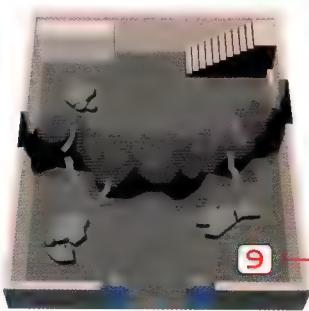
Deep below the surface of Orre. The Under shelters a mysterious community within an abandoned mining town where Shadow Pokémon aren't contraband—they're commonplace. Mine the area for its secrets and chase out its conspirators.



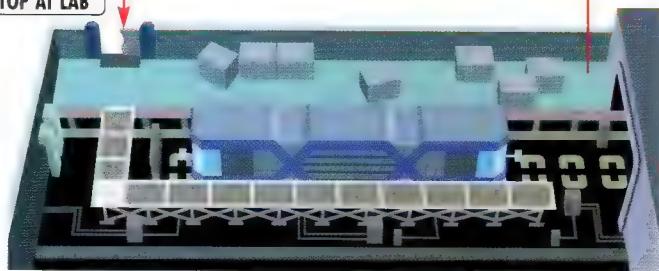
THE UNDER



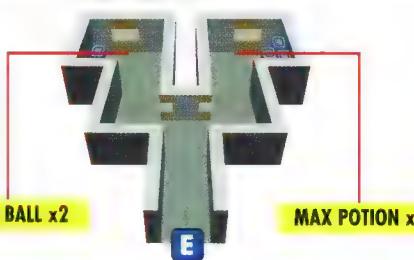
LAB BASEMENT (SEE PAGE 37)



SUBWAY STOP AT LAB



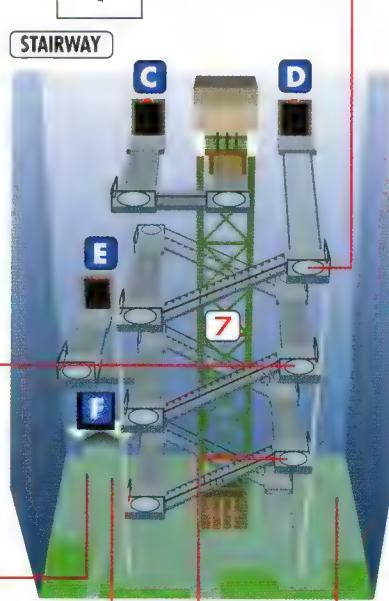
STORAGE ROOM



GLIGAR

GROUND FLYING

HUNTER: FRENA



STANTLER

NORMAL

CHASER: LIAKS

SNEASEL

DARK ICE

RIDER: NELIS

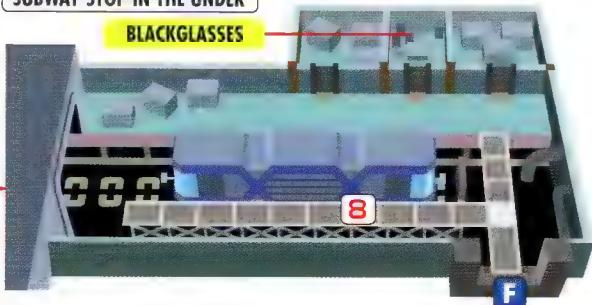
PILOSWINE

ICE GROUND

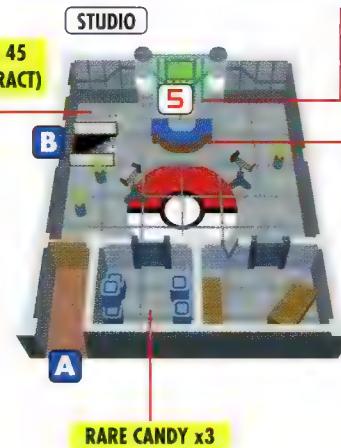
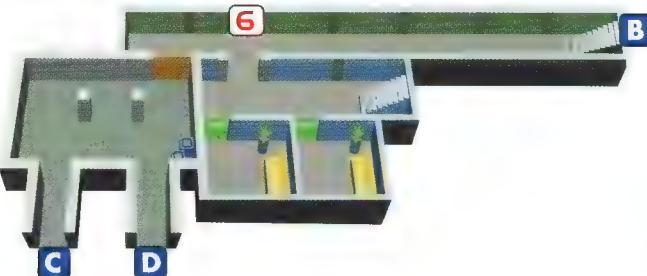
BODYBUILDER: LONIA

SUBWAY STOP IN THE UNDER

BLACKGLASSES



STUDIO BASEMENT



SUICUNE

WATER

CIPHER ADMIN: VENUS

EIN FILE F

1 THE JUNK IN THE UNDER

When you first enter, pause under the giant TV screen to see Venus for the first time, then head to the hotel in the southwest to use its skybridge to reach the Junk Shop. Go to its basement to meet Perr, a kid who'll give you the Powerup Part for the Kids Grid.

2 THE TECHNO-REBELS

Head to Nett's house; it's the one near the satellite dish. Show the Powerup Part to the boy outside. He'll take you into the house. Hand the part to Nett, who will explain his role in the Kids Grid.

3 INFILTRATOR—CAPTURED!

As you leave Nett's house, you'll hear a skirmish near The Under's elevator. Two thugs have captured Silva and locked him up. After you defeat them, he'll pass the R-Disk to you from his cell.

4 RIDE THE UFO TO VENUS

The Under's UFO travels only a short distance and in only five short directions. Plug the R-Disk into the nearby console, then ride the UFO to Venus's TV studio to confront the crime boss.

5 SHUT DOWN HER SHOW

When you interrupt preparations for Venus's next broadcast, she'll realize who you are then attack you with her team. After you defeat her, she'll flee down the nearby stairs. Note: Save at a PC before you enter Venus's studio. If you fail to Snag her Suicune, a difficult Shadow Pokémon to catch, you can resume your game before the battle and try again.

6 USEFUL SHORTCUT

The studio shares a basement with the colosseum. Unlock the basement door (possible only from the studio side) to open a quick shortcut to the colosseum's PC and Pokémon Restoring Machine.

MART

FULL HEAL	600
FULL RESTORE	3,000
HYPER POTION	1,200
MAX POTION	2,500
REVIVE	1,500
TM 10 (HIDDEN POWER)	3,000
TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 25 (THUNDER)	5,500
TM 33 (REFLECT)	3,000
TM 38 (FIRE BLAST)	5,500

SHOP

ENERGY ROOT	800
ENERGYPOWDER	500
HEAL POWDER	450
REVIVAL HERB	2,800

VENDING MACHINE

FRESH WATER	200
LEMONADE	350
SODA POP	300



BOSS: VENUS

SUICUNE	LEVEL 40	WATER
DELCATTY ♀	LEVEL 45	NORMAL
VILEPLUME ♀	LEVEL 44	GRASS-POISON
BANETTE ♂	LEVEL 45	GHOST
STEELIX ♂	LEVEL 45	STEEL-GROUND



Some of Venus's Pokémon can use the Attract move. If one of your teammates is smitten with Attract, it will be unable to use its moves much of the time, so swap it out to cancel the effect. Venus's Steelix is the hardest to KO. Reduce its potential by playing Pokémon types that are resistant or immune to Ground-type attacks (see the battle chart on page 4). Set up your Suicune Snag by slapping it with a Sleep condition then eroding its HP slowly (don't use Electric- or Grass-type attacks) to avoid KO'ing it.

7 THE CHASE SCENE

When Venus flees The Under, she'll take the elevator down to the subway. You'll need to take the long way down, running down the stairs and battling four of her bodyguards along the way. Each has a great Shadow Pokémon—Snag 'em all.

8 ALL THE WAY DOWN THE LINE

Venus is using the old rail as an easy way to get to a distant laboratory. When you chase Venus to and then through the Shadow Liner, she'll elude you but drop the Subway Key under the subway entrance sign. With it, you can drive the Shadow Liner to the lab.

9 TOO CLOSE FOR COMFORT

After you reach the lab stop on the subway line, you'll encounter two thugs who will resort to drastic measures to prevent you from entering the lab. You'll need to retreat to The Under via the subway. Before you leave, take the Maingate Key from the basement.

10 THE VENDING MACHINE

You can get the best curative deals in Orre from a vending machine on the upper southwest ledge in The Under. Load up on the beverages soon after you enter The Under to cope with all of the battles, then again before you leave, since they're such good deals.

11 BETTER OR BITTER?

The Herb Shop sells concoctions that have effects similar to some rare or expensive items found elsewhere. For instance, Revival Herb has the same power as the extremely rare Max Revive. Stock up, but beware: it's all bitter medicine, so your Pokémon will like you less (see page 21) each time you give it one of the items.

12 THE UNDER GRAND HOTEL

If you thought the Pyrite Town hotel was expensive, you haven't splurged on a 1,000-credit room in The Under. After you pony up the cash, your team's health will be restored. To avoid the steep price, take the UFO to Under Colosseum and use the Pokémon Restoring Machine.

13 FIVE-DIRECTION UFO

A levitating transport—the UFO—will move you in one of five directions, depending on which disk you feed into the nearby console. You'll get a few disks early in your travels and obtain the remaining ones later. Exploit the UFO to its fullest.

DISK	DESTINATION
F-DISK	UNDER COLOSSEUM
R-DISK	TV STUDIO
U-DISK	SECRET ROOM WITH TIME FLUTE
D-DISK	DEEP COLOSSEUM
L-DISK	LEDGE WITH AMULET COIN

14 UNDER COLOSSEUM

After you gain the Maingate Key, the colosseum will be ready for normal battles. Its competitors tend to fight with Pokémons that are between Level 50 and Level 60. You'll need to bulldoze through four Trainers to claim the top spot, but you can draw upon your whole team. They'll be refreshed after each round. Unlike in Battle mode's colosseums, you'll gain experience from your victories.

BATTLE	PRIZE
FIRST SERIES	TM 37 (SANDSTORM)
SECOND SERIES	TM 36 (SLUDGE BOMB)
THIRD SERIES	TM 30 (SHADOW BALL)
FOURTH SERIES	TM 23 (IRON TAIL)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

15 DEEP COLOSSEUM

After you get the D-Disk (see page 41), you'll be able to take the UFO to a second colosseum, buried below The Under. It's full of surprises, including a frightening Trainer known as Deep King. To reach him, you'll need to survive many battle series and take on crime bosses that have axes to grind. Competitors tend to use Pokémons at Level 60 and above. Though criminals pack the battle ranks, the rules are standard—they're the same as Under Colosseum's.



There's another great reason to travel down to Deep Colosseum. At its entrance are the Steel Teeth—gross but true. Return the teeth to the old man outside Under Colosseum.

BATTLE	PRIZE
FIRST SERIES	TM 12 (TAUNT)
SECOND SERIES	TM 48 (SKILL SWAP)
THIRD SERIES	TM 44 (REST)
FOURTH SERIES	TM 02 (DRAGON CLAW)

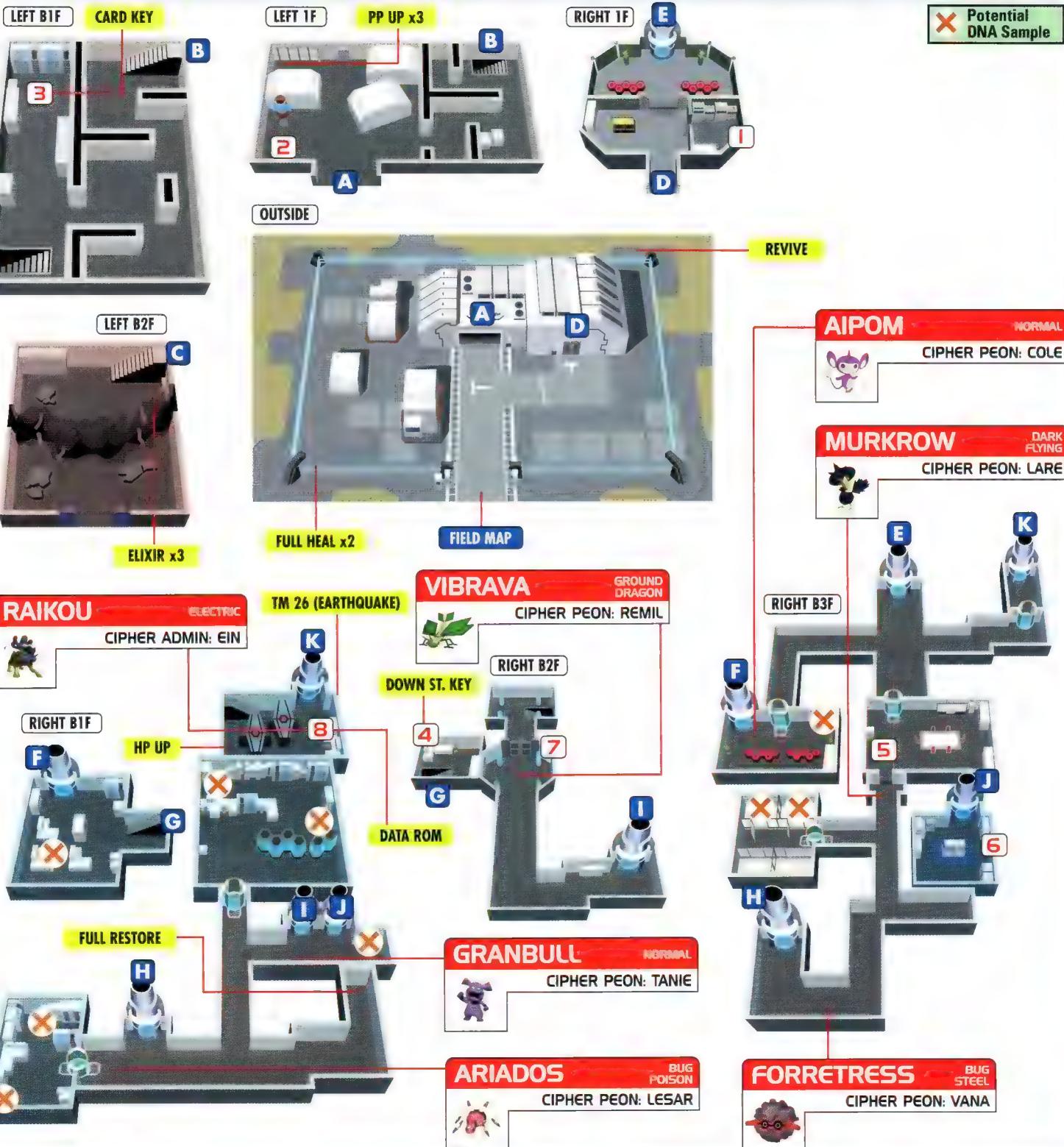
Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

16 LONG ROAD TO RICHES

An old man next to Under Colosseum will yammer nonsensically every time you meet him. If you have his lost Steel Teeth, however, he'll pop them into his mouth then thank you with a profitable gift: the L-Disk. Use it to ride the UFO to the left ledge, where you can collect the Amulet Coin. If a Pokémon that's holding the Amulet Coin joins the field in battle, you'll receive double the prize money from a victory.

SHADOW POKÉMON LAB

The purpose of an anonymous desert laboratory soon becomes crystal clear: it's the source of Shadow Pokémon. Inside, a mad scientist and his researchers are steeled for battle. Calculate your lab attack then purge the brainiacs from its sterile halls.



1 BREAKING THE BARRIER

Once you have the Maingate Key, you can get past the lab's laser barrier. Enter the main door on the right. You can't unlock the foyer door inside without the Card Key—getting it requires a long detour.



To open the path to the part of the lab where the Card Key is, you'll need to open the shuttered door to the left of the main lab entrance—the switch is to the right of the locked door.

2 THE ONLY PC FOR MILES

The lab has lots of computers, but only one PC. If you're serious about Snagging every Shadow Pokémon—and there are many in the lab—backtrack to the PC every time you catch one. If you fail to Snag a target, resume your game from your last save point.

3 COLLECT THE CARD KEY

Researchers abound in the lab. They tend to battle with Electric- or Steel-types. After you defeat the researcher near the destroyed basement, collect the Card Key on the floor.

4 RESTRICTED ACCESS

To enter the most secret lab section, you'll need the Down St. Key. You'll find it on the desk near a scrappy scientist, who'll try to prevent your intrusion by attacking you with his Pokémon team.

5 DOWNWARD SPIRAL

You'll need to find three DNA Samples that are scattered around the lab complex. Each one might be in any of nine locations (marked with Xs on the map). Each time you play through Story mode, the exact DNA Samples and their locations will be different, so you'll need to scour every corner of the lab.

6 DNA ANALYSIS

When you have all three DNA Samples, take them to the analysis room. Walk up to the blue control panel, then press the A Button to discover what kind of Pokémon DNA is in the sample. You'll need to know which three Pokémons were revealed to unlock the gate in the lab's final stretch.

7 THE GENETIC CODE

The final locked door requires you to select three Pokémons from the nine shown on the code panel. Enter the three Pokémons whose DNA you collected—any order will work. After you go through the door, you'll be confronted by Skrub—you last battled him at the Relic Stone and he now demands a rematch. If you failed to Snag his Hitmontop then, this is your chance.



BAYLEEF



CROCONAW



QUILAVA



ENTEI



RAIKOU



SUICUNE



SUDOWOODO



MISDREAVUS



MIGHTYENA

8 OUT FROM THE SHADOWS

Ein is the wicked genius who's been creating the Shadow Pokémons. After you stomp the madman, he'll yammer a few juicy details about the larger scheme of things then take flight. Grab the Data ROM from the nearby counter, go to The Under and give the data to Nett. He'll have bad news—and a little good news.



BOSS: EIN

The crux of Ein's strategy is to shift the battle in his favor with Rain Dance. Miro B. used the move in Pyrite Cave, and Ein milks it for a greater advantage than just amping up his Water-type strikes. Raikou's crippling Thunder attack normally has a chance of failure, but in a rainstorm, Raikou will always hit your Pokémon with it. Bring Ground-type Pokémons into play; they're immune to the Electric-type attack. Save your game before you battle Ein; if you fail to Snag Raikou, restart from your save point.

RAIKOU	LEVEL 40	ELECTRIC
LANTURN ♀	LEVEL 47	WATER-ELECTRIC
ALTARIA ♀	LEVEL 46	DRAGON-FLYING
HUNTAIL ♂	LEVEL 47	WATER
GOLBAT ♂	LEVEL 48	POISON-FLYING



REALGAM TOWER

The ambitious project at the construction site has finally been completed. It's the most spectacular colosseum ever built—and a hive of criminal activity. You'll Snag some of the most powerful Shadow Pokémon in Orre along the way to bringing down the conspiracy.



SKARMORY

STEEL FLYING
SNAGEM HEAD: GONZAP

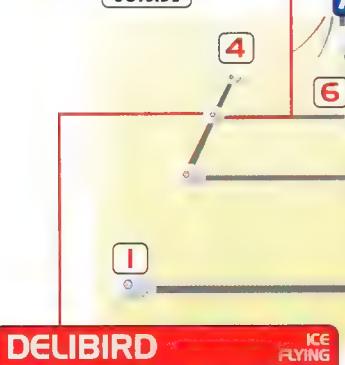
TOWER 1F 7



SUNFLORA

GRASS
CIPHER PEON: BAILA

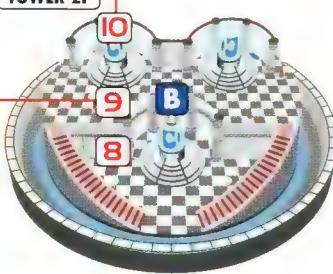
OUTSIDE



DELIBIRD

ICE FLYING
CIPHER PEON: ARTON

TOWER 2F



HERACROSS

BUG FIGHTING
CIPHER PEON: DIOGE

FIELD MAP

DAZZLING REMATCH

Miror B. holds one of the badges that you'll need to break into the base of Realgam Tower. Defeat him to gain the Red ID Badge.

BOSS: MIROR B.

Miror B.'s basic strategy (see page 30) still holds. But he adds a Loudred to his team, which attacks with Shadow Ball and Earthquake. If Loudred hits the field, focus your efforts on KO'ing it.

SUDOWOODO* LEVEL 35 ROCK

ARMALDO LEVEL 43 ROCK-BUG

LUDICOLΟ ♀ LEVEL 44 WATER-GRASS

LUDICOLΟ ♂ LEVEL 45 WATER-GRASS

GOLDUCK ♀ LEVEL 45 WATER

LOUDRED ♂ LEVEL 46 NORMAL

MILTANK

NORMAL
BODYBUILDER: JOMAS

ABSOL

DARK
RIDER: DELAN

HOUNDOOM

DARK FIRE
CIPHER PEON: NELLA

TROPIUS

GRASS FLYING
CYPHER PEON: STON

METAGROSS

STEEL PSYCHIC
CIPHER: NASCOUR

TYRANITAR

ROCK DARK
CIPHER HEAD: EVICE

2 TEMPERS FLARE

You'll have to take on another repeat offender, Dakim. He'll cough up the Green ID Badge if you defeat him.



BOSS: DAKIM

Dakim's packing a new team, but he still taps the Earthquake-Protect combo to unleash disaster without impacting his team. He also uses the Sunny Day-Solarbeam combo (see page 10).

ENTEI*	LEVEL 40 FIRE
HOUNDOOM	LEVEL 47 DARK-FIRE
FLYGON ♀	LEVEL 46 GROUND-DRAGON
FORRETRESS ♂	LEVEL 45 BUG-STEEL
WHISCASH ♀	LEVEL 46 WATER-GROUND
CLAYDOL	LEVEL 46 GROUND-PSYCHIC

3 CHECK IN, CHECK OUT

You'll find a PC and a Poké Restoring Machine part of the way through the rail network that leads to the tower's base. Use it often.

4 BREAK HER HEART AGAIN

Venus joins her fellow crime bosses within the rail network. She holds the Blue ID Badge—defeat her to obtain it.



BOSS: VENUS

Venus has also traded in her old team for a new one, but she still strikes with a potent variety of status-afflicting moves. Have a handful of Full Heals in your inventory before you take her on.

SUCUNE*	LEVEL 40 WATER
MILOTIC	LEVEL 48 WATER
BELLOSSOM ♀	LEVEL 47 GRASS
RAICHU ♂	LEVEL 48 ELECTRIC
WIGGLYTUFF ♀	LEVEL 48 NORMAL
MISDREAVUS ♂	LEVEL 47 GHOST

* If you failed to Snag a boss's Shadow Pokémon during your first meeting, he or she will still have it. If you did Snag it, the boss will have one new regular Pokémon.

5 SECOND SCIENCE LESSON

Ein's the fourth crime boss that you must face again on your quest for all four badges. He has reengineered his team with a highly devious Double Battle strategy in mind. After you beat the scientist, he'll give you the Yellow ID Badge.



BOSS: EIN

Ein's team uses a strong combo that starts with Toxic, which inflicts a terrible Poison condition. His team will then shield itself with Protect and Fly, biding time until your Pokémon faint away.

RAIKOU*	LEVEL 40	ELECTRIC
MANECTRIC	LEVEL 50	ELECTRIC
STARMIE	LEVEL 49	WATER-PSYCHIC
RHYDON ♂	LEVEL 50	GROUND-ROCK
PELIPPER ♀	LEVEL 49	WATER-FLYING
CROBAT ♂	LEVEL 48	POISON-FLYING

6 BACKWARD THEN FORWARD?

Once you've collected all four badges, you can unlock the door that leads to the base of Realgam Tower. You'll get a cut-off e-mail from Eagun at the same time—strongly consider your sidekick's request to find out what he wants before you continue (see page 32).

7 PHENAC MEMORIES

One of the three thugs that barred the gates in Phenac City at the beginning of your adventure will be sitting behind the desk, waiting for battle. It'll be the one whose Pokémon—Quilava, Croconaw or Bayleef—you tried to Snag. If you failed then, you can retry now.

8 CALM BEFORE THE STORM

Before you head up to the colosseum, stop at the PC and the Poké-mon Restoring Machine to ready your team and save your progress. If your team falls when you take on the six Trainers ahead, you'll reappear in the room and be able to make a quick return to battle.

9 TEAM SNAGEM REUNION

Before you can take an elevator up to the colosseum, Team Snagem's leader, Gonzap, will come down to boast about the team's surprising involvement with the Shadow Poké-mon scheme—and to test your mettle. If you can best him, he'll stand aside and let you face your destiny above.



BOSS: GONZAP

All of Gonzap's Poké-mon unleash massive attacks, such as Earthquake, Crabhammer and Submission. Use Sleep-inflicting moves to conk 'em out so they don't KO you with their huge hits.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 52	WATER-DARK
PINSIR ♀	LEVEL 52	BUG
HARIYAMA ♀	LEVEL 53	FIGHTING
SHIFTRY ♂	LEVEL 53	GRASS-DARK

10 REALGAM'S COLOSSEUM

Nascour, the criminal head honcho, waits for you in the colosseum. You'll need to break four Trainers to get your chance with him. If you survive the first four, your team will be recharged for the Nascour fight. If you fall to any of them, though, you'll reappear at the last Poké-mon Restoring Machine you used—and you'll need to start over from the beginning.

1st Match—Bodybuilder: Jomas

Jomas battles with Normal-type Poké-mon, so Fighting-type attacks will blast 'em to pieces. If you go for the same-type damage multiplier (see page 4), you'll put your Fighting-type Poké-mon at risk of being KO'd by strong Flying- and Psychic-type strikes. Snag Jomas's Miltank, a formidable Normal-type.

2nd Match—Rider: Delan

Delan battles with Dark-types: Mightyena, Absol (his Shadow Poké-mon) and Sharpedo (Water-and-Dark-type). Fighting- and Bug-type attacks are best for getting under their skin. If you send in an Electric-type with like-type attacks to take out Sharpedo, watch out for its supereffective Ground-type Earthquake.

3rd Match—Cipher Peon: Nella

Nella has a Fire-type Torkoal, a Fire-and-Rock-type Magcargo and a Dark-and-Fire-type Houndoom. The common denominator—they're all Fire-types—means you should strike with Water-type attacks to snuff them out quickly. Be careful if Houndoom's on the field, however: it's the Shadow Poké-mon you should Snag.

4th Match—Cipher Peon: Ston

Ston's Poké-mon are all dual-types with a Grass-type side. Strike his Vileplume and Cacturne with Fire-type attacks. His Cradily will shrug off damage with its Rock-type and huge defensive stats—use residual-damage moves like Toxic. You can Snag his Tropius, a Grass-and-Flying-type. It uses Fly to blitz the field with Flying-type attacks, so remove your Grass-, Fighting- and Bug-types from battle.



BOSS: NASCOUR

Exploit type weaknesses to break Nascour. Ground- and Dark-type strikes are among the most versatile for high damage. Afflict Metagross with a Sleep condition to prevent its attacks and prep a Snag.

METAGROSS	LEVEL 50	STEEL-PSYCHIC
GARDEVOIR ♂	LEVEL 55	PSYCHIC
XATU ♀	LEVEL 54	PSYCHIC-FLYING
DUSCLOPS ♀	LEVEL 55	GHOST
WALREIN ♀	LEVEL 56	ICE-WATER
BLAZIKEN ♂	LEVEL 54	FIRE-FIGHTING



BOSS: EVICE

There's always someone ever more evil lurking in Orre's shadows. The criminal syndicate's leader, Evice, will try to stop your meddling with his behemoths. His Slaking will use its Skill Swap move to unshackle itself from its Truant ability (which restrains it from moving each turn). Strike it with a Sleep condition before it does so. Salamence and Scizor are among the fiercest foes, but you can KO them quickly with Ice- and Fire-type moves, respectively. The easiest way to topple Tyranitar is to Snag it—Eagun's Master Ball will work without fail.

TYRANITAR	LEVEL 55	ROCK-DARK
SALAMENCE ♂	LEVEL 60	DRAGON-FLYING
MACHAMP ♂	LEVEL 61	FIGHTING
SCIZOR ♀	LEVEL 60	BUG-STEEL
SLAKING ♂	LEVEL 60	NORMAL
SLOWKING ♀	LEVEL 61	WATER-PSYCHIC

SNAGEM HIDEOUT

You began your maverick quest by blowing up Team Snagem's hideout. After you destroy the criminal syndicate's leader, you'll find that it's a lot harder than you expected to root out every bit of evil in Orre. Your mission will lead you back to the hideout.

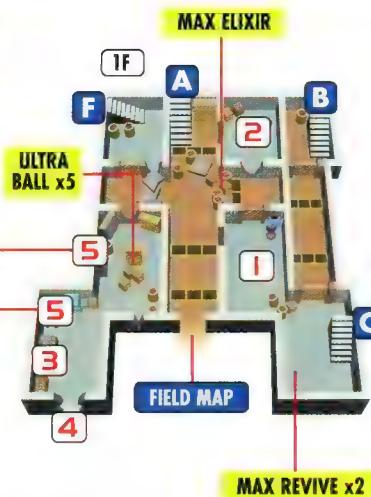


SMEARGLE

NORMAL



TEAM SNAGEM: BIDEN

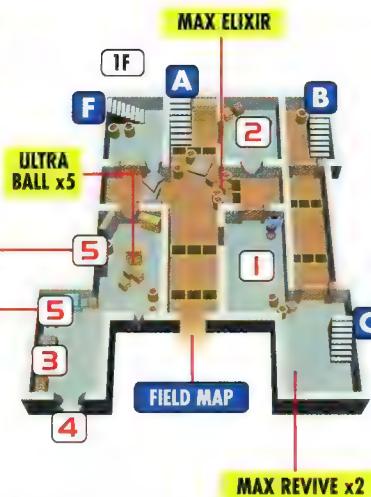
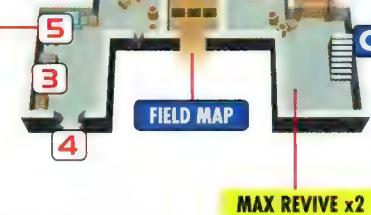


URSARING

NORMAL



TEAM SNAGEM: AGREV



1 SAVE AND SNAG 'EM ALL

In the hideout, you'll see some familiar crooks, many of whom have a Shadow Pokémon (unless you Snagged it during your first meeting). Save at the PC often. You may want to restart your quest from earlier save points on occasion if you need a Snag rematch.

2 CIPHER PEONS ON PARADE

When you pass this spot, a Cipher Peon will drop down from the ceiling and attack you. (The peon will change every time you pass through.) Snag his Shadow Pokémon, if he still has one, though it can be tricky. His other Pokémon are more powerful, so his Shadow Pokémon can get caught in the high-intensity crossfire.

3 MYSTERY REMATCH

When three Mystery Troop cads blocked the three gates in Phenac City, you fought one and hopefully Snagged his Shadow Pokémon (Bayleef, Quilava or Croconaw). The other two vanished, but you'll face one of them when you first enter the final hideout room. Defeat him and Snag his Shadow Pokémon.

4 EXIT AT LONG LAST

The final room has a breach in its wall that leads outside. Step through it to reach the front of the hideout—a quick way to hit the road after you're done exploring the interior. (Unfortunately, you can't use the breach when you first walk up to the hideout.)

5 INFESTED—A SECOND TIME!

After you've tracked down the third Mystery Troop grunt in the Shadow Pokémon Lab, you'll find the hideout's been hit with a second Team Snagem outbreak. Snag the Smeargle and Ursaring.

6 GONZAP'S LAST STAND

Team Snagem's boss returns with the second wave of crooks. Take him down for good. After you defeat him, you can grab the D-Disk from the table. Return to The Under and use it on the UFO.



BOSS: GONZAP

Mostly new team, same brutal tactics: Gonzap's team uses Hyper Beam repeatedly. Fortunately, after one of his crew uses the attack, it will need to rest up during its next turn. You can nullify the Normal-type strike's power by sending in Ghost-type Pokémon, which will also be immune to Gonzap's Fighting-type attacks. Pull your Ghost-types when Granbull hits the field; its Ghost-type Shadow Ball attack will nail them hard. If Gonzap still has his Skarmory, don't let the Shadow Pokémon get KO'd by the Double Battle crossfire—it has a much lower level than Gonzap's other Pokémon do.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 64	WATER-DARK
ARMALDO ♀	LEVEL 64	ROCK-BUG
MACHAMP ♂	LEVEL 64	FIGHTING
BRELOOM ♀	LEVEL 64	GRASS-FIGHTING
GRANBULL ♀	LEVEL 64	NORMAL



THE STORY CONTINUES

After you ascend Realgam Tower and defeat Evice, you'll see that Orre still has surprises in store. You'll not only open up Pokémon trading with the outside world; you'll also find that the Shadow Pokémon scheme is far from over.

TRADING WITH THE GBA

After you beat Evice at Realgam Tower then save the game, you'll find that the trading station in the basement of Phenac City's Pokémon Center is up and running. If you have a Pokémon Ruby or Pokémon Sapphire Game Pak and a Nintendo GameCube Game Boy Advance cable, and you meet the trading conditions noted on page 26, you can send Pokémons back and forth between Orre and Hoenn. Consider the possibilities (see page 136)!

MYSTERY LOVES COMPANY

Three of Miror B.'s Mystery Troop thugs blocked you from leaving Phenac City early in your adventures. You battled one and hopefully Snagged his Shadow Pokémons. The other two flew the coop. You can hunt down one of them—and his Shadow Pokémons—after you stop Evice. Save the game after you watch the ending credits. When you resume your game, you'll get an e-mail from Secc. Visit him in Pyrite Town to learn about Cail's brush with a Trainer who had a Shadow Pokémons. Battle Cail to find out more about the Trainer's location, which opens up the Snagem Hideout on the map. Battle your way through the first criminal infestation that spreads through the hideout (see page 41) to reach the Mystery Troop thug in the final room. Snag his Shadow Pokémons.

THE REMAINING MYSTERY

After you've Snagged two of the three "starter Pokémons" from Phenac—Bayleef, Croconaw and Quilava—you'll get another e-mail from Secc, which says that Nett in The Under has discovered another good lead. Visit Nett to learn that Gurks, the Trainer outside the Junk Shop, knows something about another crook with a Shadow Pokémons. Defeat Gurks to learn more. You'll then get an e-mail that exposes the Trainer's location: the Shadow Pokémons Laboratory. Go to the lab, where you can remeet many Trainers who will still have Shadow Pokémons if you didn't Snag 'em upon your first encounter. You'll find the Trainer, the third Mystery Troop thug, in the room where Ein once fought you. Snag his Shadow Pokémons.

TEAM SNAGEM RESURGENCE

Soon after you Snag the third "starter Pokémons," you'll receive an e-mail about the large Snagem Machine back at the Snagem Hideout. Investigate the rumor and explore the hideout again. You'll find two more Shadow Pokémons and be able to have a rematch with your old boss, Gonzap (see page 41). After you defeat him, you'll get the D-Disk, which opens up a new direction for The Under's UFO—down to a supersecret location.

DEEP SECRETS

With the D-Disk, you can make The Under's UFO descend to the Deep Colosseum, where Cipher's former crime family—Miror B., Dakim, Venus and Ein—participate in secret competitions. Each of them tops out a battle series. In your fifth series, a new boss Trainer emerges with a Shadow Pokémons. Defeat him and Snag his Shuckle.



BOSS: AGNOL

Agnol's crew is tough, but his problematic Pokémons is Shedinja. It's immune to all attacks except Fire-, Flying-, Rock-, Ghost- and Dark-type strikes. Ensure that you're packing an attack type that works.

SHUCKLE	LEVEL 45	ROCK-BUG
GIRAFARIG ♀	LEVEL 68	NORMAL-PSYCHIC
SABLEYE ♂	LEVEL 69	DARK-GHOST
SKARMORY ♀	LEVEL 66	STEEL-FLYING
SHEDINJA	LEVEL 68	BUG-GHOST
KINGDRA ♂	LEVEL 70	WATER-DRAGON

MEET YOU ON THE FLIPSIDE

After you've Snagged 47 Shadow Pokémons and caught two TV broadcasts about Pokémons that are attacking people, you'll get an unexpected e-mail. Follow its directions to find a familiar face waiting at the Outskirt Stand. A little too familiar—it's your face but not your attitude. You'll need to defeat the Shady Guy and Snag his Shadow Pokémons, a Togetic, to complete your Shadow Pokémons collection. Togetic's level is very low, so it's likely to be blasted off the field if you don't walk on eggshells during the quake-heavy battle.



BOSS: SHADY GUY

The Shady Guy's team is one of Orre's best. His Gyarados will blast the field with Earthquake; withdraw your Electric-types from its influence. Then send out Flying-types to counterstrike with high-damage attacks that will destroy the Gyarados quickly, or condition-inflicting moves that will prevent it from using its field-shattering Earthquake.

TOGETIC	LEVEL 20	NORMAL-FLYING
ARMALDO ♂	LEVEL 68	ROCK-BUG
MILOTIC ♀	LEVEL 68	WATER
MANECTRIC ♀	LEVEL 68	ELECTRIC
HOUNDOOM ♂	LEVEL 68	DARK-FIRE
GYARADOS ♂	LEVEL 68	WATER-FLYING

TOGETIC

NORMAL-FLYING

SHADY GUY

BATTLE MODE



BATTLE MODE BASICS

Battle mode is where cool Trainers and hot tempers collide in a variety of ways. Single or Double Battles, quick stadium competitions or near-impossible mountain skirmishes, single-player or multiplayer—it's all there for battlers who want to put their Training skills to the ultimate test.

NAVIGATING EVERY CHALLENGE

If you have a hankering for a battle and don't have a team built up, Battle mode provides a quick fix with Battle Now. For those who have a team ready for the big time—whether it's brought in from Story mode or from a connected Pokémon Ruby or Sapphire Pak—Battle mode throws open the doors to many more challenges. The flowchart below will help you steer through the options.



BATTLE MODE

Colosseum Battle

Battle Now

Want to see Pokémons raise the roof of Phenac Stadium with their battle moves? Battle Now gives you a quick way to get in and make noise with a random Pokémon team—low commitment, high fun.

Solo Battle

Gang Battle

Single Battle

Double Battle

Colosseum Battle

Mt. Battle

Single Battle

Double Battle

Single Battle

Double Battle

Colosseum Battle has 12 single-player challenges, half with Trainers lined up for Single Battle, half with different competitors for Double Battle. You can take a new team into each colosseum to prove your Training might.

To triumph in the Mt. Battle challenge, you'll need to assemble one team and take down 100 Trainers on the way to the peak. Each long Trainer lineup is completely different depending on whether you choose Single Battle or Double Battle.

UNLOCK ORRE COLOSSEUM

Orre Colosseum is hidden in the desert. You won't reach it during your travels in Story mode; only Trainers who prove themselves in Battle mode will reach the secret battle arena. You'll unlock Orre Colosseum's Level-50 battles (Single and Double) after you best Phenac Stadium, Pyrite Colosseum and Under Colosseum in both Single Battle and Double Battle. To break into Orre Colosseum's tiered Level-100 battles, you must triumph in Single Battle and Double Battle in Tower Colosseum.



You'll want to smash your way to the most challenging colosseums to compete for the largest Poké Coupon prizes. By winning the hardest competitions, you can rack up enough Poké Coupons to buy the best prizes much faster.

REGISTER POKÉMON FOR SOLO BATTLES

To take a team into a Solo Battle challenge, you'll first need to register a team for battle. (You don't need to register teams for Battle Now or Gang Battles.) Your six-member team can come from Story mode or from Pokémon Ruby or Sapphire. If you want to change your team to better meet a Trainer challenge, you'll need to register a new team. If you want to register a GBA team for a Solo Battle, you must bring it into Battle mode in one of two ways. You can bring your crew directly into Battle mode by connecting Pokémon Colosseum with your Pokémon Ruby or Sapphire Pak. Or you can send Pokémon from

the GBA games into Story mode, mix 'em with your Orre Pokémons, then save and register your Story mode team. You'll need to wait until you defeat Story mode's big boss to activate the machine that allows Pokémons transfer to and from Story mode (see page 42). But why would you go to all that trouble? One reason: If you use a Story mode team to defeat Mt. Battle in either Single Battle or Double Battle and you achieve other victory conditions (see page 140), you'll get the superpowerful Ho-oh for your collection. You can't nab the amazing Pokémons if you use a Battle mode team.

CONDITIONS FOR STORY MODE POKÉMON

Can't use Shadow Pokémons (must be fully purified)

Must have six Pokémons on your team

CONDITIONS FOR RUBY/SAPPHIRE POKÉMON

Must have received the Pokédex in the GBA game

Must save your battle team at a Pokémon Center

Must have six Pokémons on your team

Can't have a Pokémon Egg as part of the team

Can't have any Pokémons hold mail or the Enigma Berry



To register a Story mode team, pop into Story mode, pull together a crew from the PC's Pokémon Storage, save the game then pop back into Battle mode to register your new team.

Either way you import Pokémons from Pokémon Ruby or Sapphire, you must use a Nintendo GameCube Game Boy Advance cable to connect your GBA Pak to Pokémon Colosseum on the GCN.

SINGLE AND DOUBLE BATTLES

If you want to fight classic Single Battles, you'll find plenty of 'em in Battle mode, along with the Double Battles, which are a constant in Story mode—every Trainer in Orre seems to tap into the amazing power that results from having two Pokémons in battle at the same time. If you're new to Double Battles and combo-building, check out pages 12 and 13. You'll need to master both battle styles to topple all the colosseum challenges and unlock the secret Orre Colosseum.

SINGLE BATTLE



In a Single Battle, you and your opponent will both maintain a single Pokémon on the field at all times.

DOUBLE BATTLE



In a Double Battle, you'll both have two Pokémons on the field, which enables quick combo-building.

POKÉ COUPON AWARDS

To gain some of the most powerful items and held items in Orre, you'll need to rack up lots of Poké Coupon points then spend them at the Poké Coupon Exchange. The stocked items are the same in Story mode and Battle mode—you can see the full list on page 33. In Battle mode, you'll win points by defeating colosseums (see the point awards below) and Mt. Battle challenges (see the awards on page 94). In Story mode, you'll rack up points only on Mt. Battle. In general, the tougher the challenge is, the more points you'll score. But if you resort to using any of the legendary or extremely rare Pokémons, your award total will suffer—see below.

COLOSSEUM RANK	POINT
WEAK	500
NORMAL	1,000
STRONG (LEVEL-50)	1,500
STRONG (LEVEL-100)	3,000
STRONGEST (LEVEL-50)	2,000
STRONGEST (LEVEL-100)	5,000

POKÉMON THAT DECREASE THE AWARD

For each of the following Pokémons, your award will be reduced to 85% of its normal value. If you use three, for example, it'll be reduced to 61% ($85\% \times 85\% \times 85\%$).

ENTEI
GROUDON
HO-OH
JIRACHI
KYOGRE
LATIAS
LATIOS

RAIKOU
RAYQUAZA
REGICE
REGIROCK
REGISTEEL
SUICUNE

PHENAC STADIUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 500 points

PHENAC ATTACK

Phenac Stadium is a great place to practice the basics; identify your enemy's type, consult the battle chart on page 4 and strike at your foe's weakness with type-trumping attacks. If you can, use same-type Pokémon when striking with type-trumping attacks to multiply the damage even more. Most of the opponents you'll face have assembled unbalanced Pokémon teams stacked with only one or two Pokémon types, which will make practicing type-trumping even easier. Follow the team selection guidelines below to assemble a superior squad that will exploit the vulnerabilities of your opponent's Pokémon.



You'll face many Water-type Pokémon in the Phenac Stadium Single Battle event—counter them by packing your battle team with Pokémon that possess powerful Electric- and Grass-type attacks.

RECOMMENDED ATTACK/POKÉMON TYPES

WATER

Water-type strikes will wash away Ground-, Rock- and Fire-type foes. Plus, you'll face few opponents using the Electric- and Grass-type attacks Water-type Pokémon are weak against.

GRASS

The vast majority of the Pokémon you'll face will be Water-, Grass- and Ground-types—play Grass-type Pokémon to take only half damage from their attacks.

ICE

Ice-type attacks are effective against the common Grass- and Ground-types—which you'll see a lot of. They're also supereffective against Flying-types, which aren't as prevalent but are very pesky.

FLYING

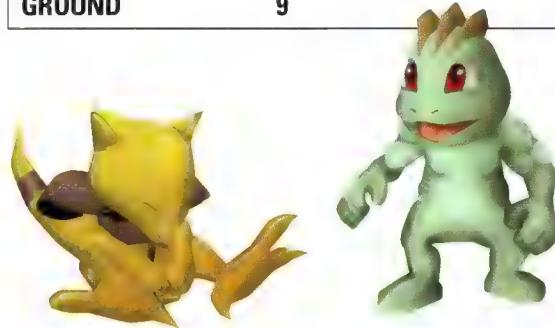
Reserve a spot on your team for a Flying-type Pokémon—it'll be immune to Ground-type strikes and take half damage from Grass-, Bug- and Fighting-type attacks.

DARK

Many Psychic-types you'll face have a high Speed, which can give them the first strike. Invalidate the advantage by playing Dark-type Pokémon. They're immune to Psychic-type damage.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FLYING	4
FIRE	3	PSYCHIC	7
WATER	10	BUG	4
ELECTRIC	1	ROCK	3
GRASS	7	GHOST	2
ICE	3	DRAGON	0
FIGHTING	3	DARK	3
POISON	6	STEEL	1
GROUND	9		



SPECIFIC MOVE RECOMMENDATIONS



Aerial Ace is a Flying-type strike that can't be dodged. Use it to lash out at Grass-, Fighting- and Bug-types.



Psychic will blow the mind of any Fighting- or Poison-type foolish enough to face your Pokémon in the arena.



TRAINER ALERT!

FINAL: KAUSON

In the final round of Phenac Stadium's Single Battle competition, you'll clash with Kauson's tough team of Fighting-, Dark- and Psychic-type Pokémon. Remember to include Pokémon with Ghost-, Bug- and Dark-type attacks in your team to type-trump your way to an easy victory against his Psychic-types—they're the toughest foes.

BATTLE 1: GARLOW

ROLLER BOY ♂



LEDYBA ♂



BUG-FLYING

ABILITY: SWARM
ITEM: SHARP BEAK

AGILITY
SWIFT
AERIAL ACE
SILVER WIND

PSYCHIC
NORMAL
FLYING
BUG

SPINARAK ♂



BUG-POISON

ABILITY: SWARM
ITEM: SILVER POWDER

LEECH LIFE
NIGHT SHADE
DIG
PSYBEAM

BUG
GHOST
GROUND
PSYCHIC

LOTAD ♂



WATER-GRASS

ABILITY: SWIFT SWIM
ITEM: SPELL TAG

WATER PULSE
ASTONISH
MEGA DRAIN
RAIN DANCE

WATER
GHOST
GRASS
WATER

SHROOMISH ♀



GRASS

ABILITY: EFFECT SPORE
ITEM: MIRACLE SEED

MEGA DRAIN
HEADBUTT
STUN SPORRE
SWAGGER

GRASS
NORMAL
GRASS
NORMAL

NINCADA ♂



BUG-GROUND

ABILITY: COMPOUNDEYES
ITEM: METAL COAT

MUD-SLAP
LEECH LIFE
METAL CLAW
GUST

GROUND
BUG
STEEL
FLYING

SURSKIT ♀



BUG-WATER

ABILITY: SWIFT SWIM
ITEM: MYSTIC WATER

BUBBLEBEAM
QUICK ATTACK
FLASH
MUD SHOT

WATER
NORMAL
NORMAL
GROUND

BATTLE 2: GUCIO

CHASER ♀



Gucio made the mistake of filling her team with Water-type Pokémons—leave her fishy crew high and dry by playing Pokémons armed with Grass- and Electric-type attacks. Take down Wailmer with an Electric-type attack before it can unleash its devastating Blizzard strike.

CORPHISH ♂



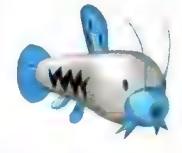
WATER

ABILITY: HYPER CUTTER
ITEM: MYSTIC WATER

DIG
VICEGRIP
CRABHAMMER
MUD SPORT

GROUND
NORMAL
WATER
GROUND

BARBOACH ♂



WATER-GROUND

ABILITY: OBLIVIOUS
ITEM: SOFT SAND

MUD-SLAP
TOXIC
DIVE
WHIRLPOOL

GROUND
POISON
WATER
WATER

WAILMER ♂



WATER

ABILITY: OBLIVIOUS
ITEM: HARD STONE

WATER PULSE
BLIZZARD
STRENGTH
TICKLE

WATER
ICE
NORMAL
NORMAL

CARVANHA ♂



WATER-DARK

ABILITY: ROUGH SKIN
ITEM: BLACKGLASSES

BITE
FOCUS ENERGY
SCARY FACE
DIVE

DARK
NORMAL
NORMAL
WATER

GOLDEEN ♀



WATER

ABILITY: SWIFT SWIM
ITEM: TWISTED SPOON

PECK
WATERFALL
FLAIL
PSYBEAM

FLYING
WATER
NORMAL
PSYCHIC

HORSEA ♀



WATER

ABILITY: SWIFT SWIM
ITEM: DRAGON FANG

AGILITY
TWISTER
AURORA BEAM
OCTAZOOKA

PSYCHIC
DRAGON
ICE
WATER

BATTLE 3: HASMEN

HUNTER ♂



Pitch out Pokémons with Water-type attacks and wipe out Hasmen's dual-type Numel, Geodude and Larvitar with a massive 4x damage multiplier! To make matters worse for foolish Hasmen, his Trapinch, Aron and Slugma are also vulnerable to Water-type strikes.

GEODUDE ♂



ROCK-GROUND

ABILITY: STURDY
ITEM: SOFT SAND

DEFENSE CURL
ROCK BLAST
MAGNITUDE
ROLLOUT

NORMAL
ROCK
GROUND
ROCK

TRAPINCH ♂



GROUND

ABILITY: HYPER CUTTER
ITEM: SILK SCARF

BITE
SANDSTORM
SAND TOMB
GUST

DARK
ROCK
GROUND
FLYING

NUMEL ♂



FIRE-GROUND

ABILITY: OBLIVIOUS
ITEM: CHARCOAL

FLAMETHROWER
MAGNITUDE
TAKE DOWN
SCARY FACE

FIRE
GROUND
NORMAL
NORMAL

SLUGMA ♂



FIRE

ABILITY: FLAME BODY
ITEM: HARD STONE

BODY SLAM
ROCK SLIDE
YAWN
HEAT WAVE

NORMAL
ROCK
NORMAL
FIRE

ARON ♂



STEEL-ROCK

ABILITY: STURDY
ITEM: METAL COAT

MUD-SLAP
TAKE DOWN
METAL CLAW
ENDEAVOR

GROUND
NORMAL
STEEL
NORMAL

LARVITAR ♂



ROCK-GROUND

ABILITY: GUTS
ITEM: SITRUS BERRY

HYPER BEAM
EARTHQUAKE
ROCK SLIDE
DRAGON DANCE

NORMAL
GROUND
ROCK
DRAGON



BATTLE 4: STOUNER

LADY ♀

SEEDOT ♂



ABILITY: CHLOROPHYLL
ITEM: SILK SCARF

SUNNY DAY
SYNTHESIS
SOLARBEAM
TAKE DOWN

GRASS

HOPPIP ♂



ABILITY: CHLOROPHYLL
ITEM: TWISTED SPOON

SOLARBEAM
SLEEP POWDER
SUNNY DAY
CONFUSION

GRASS-FLYING

CACNEA ♂



ABILITY: SAND VEIL
ITEM: POISON BARB

PIN MISSILE
LEECH SEED
NEEDLE ARM
DYNAMICPUNCH

GRASS

BALTOY



ABILITY: LEVITATE
ITEM: HARD STONE

PSYBEAM
MUD-SLAP
ANCIENTPOWER
ICE BEAM

GROUND-PSYCHIC

SANDSHREW ♂



ABILITY: SAND VEIL
ITEM: SOFT SAND

SAND TOMB
CRUSH CLAW
ROCK SLIDE
METAL CLAW

GROUND

SUNKERN ♂



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

SOLARBEAM
SUNNY DAY
ENDEAVOR
GRASSWHISTLE

GRASS

BATTLE 5: OATLEY

LADY IN SUIT ♀

SWINUB ♀



ABILITY: OBLIVIOUS
ITEM: LUM BERRY

BLIZZARD
BITE
MUD SHOT
ANCIENTPOWER

ICE-GROUND

SPHEAL ♀



ABILITY: THICK FAT
ITEM: CHESTO BERRY

AURORA BEAM
BODY SLAM
WATERFALL
YAWN

ICE-WATER

WHISMUR ♀



ABILITY: SOUNDPROOF
ITEM: RAWST BERRY

HYPER VOICE
SLEEP TALK
REST
EXTRASENSORY

NORMAL

SNORUNT ♀



ABILITY: INNER FOCUS
ITEM: PERSIM BERRY

BITE
ICY WIND
HEADBUTT
WATER PULSE

ICE

TOGEPI ♀



ABILITY: SERENE GRACE
ITEM: PECHA BERRY

WATER PULSE
METRONOME
FLAMETHROWER
PSYCHIC

NORMAL

JIGGLYPUFF ♀



ABILITY: CUTE CHARM
ITEM: CITRUS BERRY

SING
SWEET KISS
HYPER VOICE
WISH

NORMAL

BATTLE 6: RIESKO

NEWS CASTER ♀

ZUBAT ♂



ABILITY: INNER FOCUS
ITEM: CHERI BERRY

BITE
AIR CUTTER
TOXIC
STEEL WING

POISON-FLYING

GULPIN ♂



ABILITY: LIQUID Ooze
ITEM: CITRUS BERRY

SLUDGE BOMB
SHADOW BALL
YAWN
PAIN SPLIT

POISON

TENTACOOL ♂



ABILITY: LIQUID Ooze
ITEM: AGUAV BERRY

GIGA DRAIN
SLUDGE BOMB
DIVE
AURORA BEAM

WATER-POISON

ODDISH ♂



ABILITY: CHLOROPHYLL
ITEM: MAGO BERRY

SLUDGE BOMB
STUN SPORE
MOONLIGHT
RAZOR LEAF

GRASS-POISON

GRIMER ♂



ABILITY: STICKY HOLD
ITEM: FIGY BERRY

SLUDGE BOMB
FIRE BLAST
THUNDER
SHADOW PUNCH

POISON

ELECTRIKE ♂



ABILITY: STATIC
ITEM: WIKI BERRY

THUNDER WAVE
SHOCK WAVE
BITE
HEADBUTT

ELECTRIC





SEMIFINAL: GULARTE

FUN OLD LADY ♀

Play a team of Pokémons equipped with Ghost- and Dark-type attacks to eclipse Gularde's peculiar crew of Ghost- and Psychic-types. Watch out for her especially dangerous Wynaut—its Mirror Coat ability allows it to attack second, countering your attack with double the special attack damage you inflicted upon it. Wynaut also casts the strange Destiny Bond move, which causes your Pokémon to faint if Wynaut does. The only way to avoid certain doom is to switch out the bonded Pokémon and use another to dispatch the Wynaut. Dark- and Ghost-type attacks will annihilate Gularde's Psychic- and Ghost-type Pokémons.

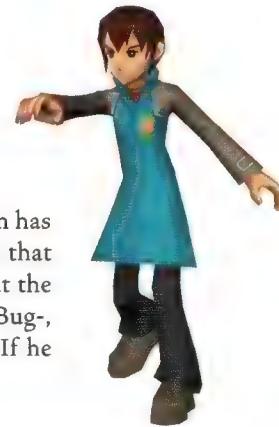


SHUPPET ♂	GHOST	DUSKULL ♀	GHOST	MEDITITE ♀	FIGHTING-PSYCHIC
Ability: INSOMNIA Item: SPELL TAG		Ability: LEVITATE Item: BLACKGLASSES		Ability: PURE POWER Item: BLACK BELT	
SHADOW BALL CURSE NIGHT SHADE DISABLE	GHOST ? GHOST NORMAL	PURSUIT WILL-O-WISP CONFUSE RAY CURSE	DARK FIRE GHOST ?	SHADOW BALL BRICK BREAK THUNDERPUNCH ICE PUNCH	GHOST FIGHTING ELECTRIC ICE
NATU ♂	PSYCHIC-FLYING	SPOINK ♂	PSYCHIC	WYNAUT ♀	PSYCHIC
Ability: SYNCHRONIZE Item: SHARP BEAK		Ability: THICK FAT Item: MAGNET		Ability: SHADOW TAG Item: SITRUS BERRY	
NIGHT SHADE FUTURE SIGHT WISH DRILL PECK	GHOST PSYCHIC NORMAL FLYING	PSYWAVE CONFUSE RAY BOUNCE SHOCK WAVE	PSYCHIC GHOST FLYING ELECTRIC	COUNTER MIRROR COAT DESTINY BOND ENCORE	FIGHTING PSYCHIC GHOST NORMAL



FINAL: KAUSON

SUPERTRAINER ♂



Kauson fields a fearsome team of Fighting-, Psychic- and Dark-type Pokémons, but each member of his team has a specific weakness that you can exploit. Beware of Abra—an especially swift and fierce Psychic-type foe that wields Psychic-, Fire, Electric- and Ice-type attacks. Because of Abra's wide array of attacks, it can strike at the weakness of many Pokémons. Counter both of Kauson's Psychic-type Pokémons, Abra and Ralts, with Bug-, Ghost- and Dark-type assaults. Use Fighting- and Bug-type attacks to dominate his pair of Dark-types. If he tosses in Makuhita or Machop, counter by playing Pokémons with strong Flying- or Psychic-type strikes.

MACHOP ♂	FIGHTING	ABRA ♀	PSYCHIC	HOUNDOUR ♂	DARK-FIRE
Ability: GUTS Item: QUICK CLAW		Ability: INNER FOCUS Item: SCOPE LENS		Ability: FLASH FIRE Item: FOCUS BAND	
BRICK BREAK EARTHQUAKE FIRE BLAST ROCK SLIDE	FIGHTING GROUND FIRE ROCK	PSYCHIC FIRE PUNCH THUNDERPUNCH ICE PUNCH	PSYCHIC FIRE ELECTRIC ICE	FLAMETHROWER BITE SMOG REVERSAL	FIRE DARK POISON FIGHTING
POOCHYENA ♂	DARK	RALTS ♀	PSYCHIC	MAKUHITA ♂	FIGHTING
Ability: RUN AWAY Item: BRIGHT POWDER		Ability: SYNCHRONIZE Item: LAX INCENSE		Ability: GUTS Item: LEFTOVERS	
BITE SCARY FACE SWAGGER POISON FANG	DARK NORMAL NORMAL POISON	PSYCHIC LIGHT SCREEN SHOCK WAVE WILL-O-WISP	PSYCHIC PSYCHIC ELECTRIC FIRE	SEISMIC TOSSED EARTHQUAKE FORESIGHT REVENGE	FIGHTING GROUND NORMAL FIGHTING

PHENAC STADIUM

LEVEL 50: DOUBLE BATTLE

POKé COUPON: 500 points

TWICE AS NICE

In Phenac Stadium's Single Battle competition, you experienced the awesome power of type-trumping strikes and damage multipliers first-hand. In Double Battle competition, type-trumping is just as important—the only difference is that now four Pokémon clash in tag-team style. Moves that strike two foes at once, like Earthquake or Sandstorm, are much more crucial than they were in Single Battle. Keep in mind that the ultimate goal in Double Battle is to type-trump two enemies with a single stunning attack. However, before you dive in, flip back to page 12 and study up on the brainiest Double Battle techniques.



In Phenac Stadium, you'll face a tidal wave of Water-type Pokémon—jolt them with Electric-type moves to turn them into puddles.

NUMBER OF TYPES YOU'LL FACE

NORMAL	9	FLYING	5
FIRE	5	PSYCHIC	6
WATER	9	BUG	2
ELECTRIC	2	ROCK	1
GRASS	6	GHOST	2
ICE	0	DRAGON	0
FIGHTING	3	DARK	3
POISON	5	STEEL	0
GROUND	7		



RECOMMENDED ATTACK/POKéMON TYPES

WATER

Soak your opponent's Fire- and Ground-types with a Water-type strike. A Water-type with same-type moves is a good option, since it won't face many Electric- and Grass-type attacks.

ELECTRIC

Bring a Pokémon with potent Electric-type strikes to zap any Water- or Flying-types you come across. Electric-type Pokémon often have a high Speed stat and get to attack first, which is always handy.

ICE

Include Pokémon with bone-chilling Ice-type attacks—you'll be ready and able to stab at the common Ground-types, as well as the less frequent Grass- and Flying-types.

FLYING

Flying-type Pokémon are immune to Ground-type strikes, which gives them an overwhelming advantage in clashes with the many Pokémon that rely on damaging Ground-type attacks.

DARK

You'll encounter challenging Psychic-type Pokémon in the semifinal and final rounds—Dark-type strikes will obliterate them, plus put the fear into the two Ghost-types in the semifinal.

SPECIFIC MOVE RECOMMENDATIONS



Thunderbolt is a sizzling Electric-type strike that not only hits hard, but also has a 10% chance of causing paralysis.



Even though Brick Break isn't the most-damaging Fighting-type move, it's a strong attack with dead-on accuracy.



TRAINER ALERT!

SEMIFINAL: RADLE

Radle may be old and frail, but his daunting team will teach you to respect your elders! The crafty old-timer has packed his squad with Ghost- and Psychic-types, but you can spank the geriatric Trainer by type-trumping his crew with Ghost- and Dark-type moves. To really bring the hurt to him, bolster your team with a Dark-type Pokémon with same-type attacks.



BATTLE 1: MARCON

RICH BOY ♂

SURSKIT ♀



BUG-WATER

ABILITY: SWIFT SWIM
ITEM: CHERI BERRY

BUBBLE
WATER SPORT
SWEET SCENT
MIST

WATER
WATER
NORMAL
ICE

SEEDOT ♂



GRASS

ABILITY: EARLY BIRD
ITEM: CHESTO BERRY

ROCK SMASH
LEECH SEED
BIDE
DIG

FIGHTING
GRASS
NORMAL
GROUND

LOTAD ♂



WATER-GRASS

ABILITY: RAIN DISH
ITEM: PECHA BERRY

TOXIC
GROWL
MEGA DRAIN
MIST

POISON
NORMAL
GRASS
ICE

ODDISH ♂



GRASS-POISON

ABILITY: CHLOROPHYLL
ITEM: RAWST BERRY

POISONPOWDER
ACID
ABSORB
STUN SPORE

POISON
POISON
GRASS
GRASS

CACNEA ♂



GRASS

ABILITY: SAND VEIL
ITEM: ASPEAR BERRY

LEECH SEED
PIN MISSILE
SAND-ATTACK
ACID

GRASS
BUG
GROUND
POISON

NINCADA ♀



BUG-GROUND

ABILITY: COMPOUNDEYES
ITEM: ORAN BERRY

GUST
DIG
TOXIC
GIGA DRAIN

FLYING
GROUND
POISON
GRASS

BATTLE 2: PERES

ROLLER BOY ♂

GRIMER ♀



POISON

ABILITY: STICKY HOLD
ITEM: ORAN BERRY

SLUDGE
SCREECH
ACID ARMOR
POISON GAS

POISON
NORMAL
POISON
POISON

SLUGMA ♀



FIRE

ABILITY: FLAME BODY
ITEM: LEPPA BERRY

EMBER
HARDEN
ROCK THROW
AMNESIA

FIRE
NORMAL
ROCK
PSYCHIC

SPOINK ♂



PSYCHIC

ABILITY: OWN TEMPO
ITEM: PERSIM BERRY

PSYWAVE
SHOCK WAVE
PSYBEAM
MAGIC COAT

PSYCHIC
ELECTRIC
PSYCHIC
PSYCHIC

NUMEL ♂



FIRE-GROUND

ABILITY: OBLIVIOUS
ITEM: LUM BERRY

TAKE DOWN
EMBER
SCARY FACE
FOCUS ENERGY

NORMAL
FIRE
NORMAL
NORMAL

GULPIN ♂



POISON

ABILITY: LIQUID OOZE
ITEM: CITRUS BERRY

TOXIC
STOCKPILE
SPIT UP
SWALLOW

POISON
NORMAL
NORMAL
NORMAL

TRAPINCH ♀



GROUND

ABILITY: ARENA TRAP
ITEM: ASPEAR BERRY

DIG
ROCK TOMB
SANDSTORM
SAND-ATTACK

GROUND
ROCK
ROCK
GROUND

BATTLE 3: DENSLON

LADY ♀

Most of Denslon's cute and cuddly crewmembers know the Charm skill, which weakens the physical attacks of your Pokémons. They may be adorable, but don't show any mercy—even for Pokémons like Pichu. Obliterate Denslon's Normal-types with Fighting-type attacks.

PICHU ♂



ELECTRIC

ABILITY: STATIC
ITEM: MAGNET

CHARM
SWEET KISS
THUNDERSHOCK
TAIL WHIP

NORMAL
NORMAL
ELECTRIC
NORMAL

IGGLYBUFF ♀



NORMAL

ABILITY: CUTE CHARM
ITEM: SILK SCARF

CHARM
ATTRACT
DEFENSE CURL
RETURN

NORMAL
NORMAL
NORMAL
NORMAL

AZURILL ♀



NORMAL

ABILITY: THICK FAT
ITEM: SEA INCENSE

CHARM
SLAM
WATER GUN
TAIL WHIP

NORMAL
NORMAL
WATER
NORMAL

VULPIX ♀



FIRE

ABILITY: FLASH FIRE
ITEM: CHARCOAL

WILL-O-WISP
QUICK ATTACK
HEAT WAVE
TAIL WHIP

FIRE
NORMAL
FIRE
NORMAL

WOOPER ♂



WATER-GROUND

ABILITY: WATER ABSORB
ITEM: SOFT SAND

SLAM
DIG
YAWN
TAIL WHIP

NORMAL
GROUND
NORMAL
NORMAL

TOGEPI ♂



NORMAL

ABILITY: SERENE GRACE
ITEM: SHARP BEAK

CHARM
GROWL
PECK
METRONOME

NORMAL
NORMAL
FLYING
NORMAL



BATTLE 4: LAMAG

GLASSES MAN ♂

TAILOW ♀	NORMAL-FLYING
Ability: Guts Item: Focus Band	
Quick Attack Endeavor Wing Attack Rage	Normal Normal Flying Normal

WINGULL ♂	WATER-FLYING
Ability: Keen Eye Item: King's Rock	
Quick Attack Agility Wing Attack Water Pulse	Normal Psychic Flying Water

CARVANHA ♂	WATER-DARK
Ability: Rough Skin Item: Leftovers	
Take Down Scary Face Crunch Waterfall	Normal Normal Dark Water

ZUBAT ♀	POISON-FLYING
Ability: Inner Focus Item: Persim Berry	
Quick Attack Confuse Ray Poison Fang Air Cutter	Normal Ghost Poison Flying

GOLDEEN ♀	WATER
Ability: Swift Swim Item: Scope Lens	
Agility Horn Attack Water Pulse Mud Sport	Psychic Normal Water Ground

TENTACOOL ♂	WATER-POISON
Ability: Liquid Ooze Item: Quick Claw	
Bubblebeam Sludge Bomb Wrap Barrier	Water Poison Normal Psychic

BATTLE 5: BUSEN	
CHASER ♀	

Give Busen's Normal-types and Dark-type a taste of your knuckle sandwich with fierce Fighting-type strikes. Poochyena's Thief skill and Zigzagoon's Trick move will swipe and swap your precious held items, but they won't be able to withstand an aggressive assault.

POOCHYENA ♂	DARK
Ability: Run Away Item: —	
Swagger Bite Take Down Thief	Normal Dark Normal Dark

ZIGZAGOON ♀	NORMAL
Ability: Pickup Item: Macho Brace	
Flail Headbutt Tail Whip Trick	Normal Normal Normal Psychic

RALTS ♂	PSYCHIC
Ability: Synchronize Item: Lum Berry	
Confusion Future Sight Calm Mind Growl	Psychic Psychic Psychic Normal

SKITTY ♂	NORMAL
Ability: Cute Charm Item: Scope Lens	
Fake Tears Faint Attack Charm Tackle	Dark Dark Normal Normal

WHISMUR ♀	NORMAL
Ability: Soundproof Item: Leftovers	
Stomp Supersonic Screech Howl	Normal Normal Normal Normal

SHROOMISH ♂	GRASS
Ability: Effect Spore Item: Quick Claw	
Stun Spore Mega Drain Leech Seed Fake Tears	Grass Grass Grass Dark

BATTLE 6: YAGON	
BODYBUILDER ♀	

Bodybuilder Yagon likes to crack heads with his Fighting- and Ground-type Pokémon—counter their brawn with Flying-type attacks. You should be able to muscle your way to victory, but beware of Makuhita's Fake Out strike—it'll cause your Pokémon to flinch.

MEDITITE ♂	FIGHTING-PSYCHIC
Ability: Pure Power Item: Focus Band	
Hi Jump Kick Brick Break Meditate Focus Punch	Fighting Fighting Psychic Fighting

MAKUHITA ♀	FIGHTING
Ability: Thick Fat Item: Persim Berry	
Fake Out Smelling Salt Seismic Toss Arm Thrust	Normal Normal Fighting Fighting

MACHOP ♂	FIGHTING
Ability: Guts Item: Scope Lens	

TEDDIURSA ♂	NORMAL
Ability: Pickup Item: Lum Berry	
Rest Snore Scratch Bulk Up	Psychic Normal Normal Fighting

PHANPY ♀	GROUND
Ability: Pickup Item: Quick Claw	
Defense Curl Rollout Flail Body Slam	Normal Rock Normal Normal

GEODUDE ♂	ROCK-GROUND
Ability: Sturdy Item: Leftovers	
Defense Curl Rollout Rock Blast Rock Slide	Rock Rock Rock Rock

SEMIFINAL: RADLE

FUN OLD MAN ♂

Old man Radle may have a funky three-pronged hairstyle, but his Ghost- and Psychic-type Pokémons are nothing to snicker at. Radle's team members tend to have high defensive stats, making the battles drag on and on. Prepare a Pokémon with a strong Water-type strike to hose down Houndour and Baltoy if he pitches them into the fray. Several of his Pokémons may try to confuse your team—send Pokémons into battle with a Persim Berry to help them recover. Radle will get under your skin with potent Ghost-type assaults, but Normal-types will get off scot-free. Use Dark-type attacks to take the hot air out of his two Ghost-type Pokémons.



DUSKULL ♂	GHOST	SHUPPET ♀	GHOST	NATU ♂	PSYCHIC-FLYING
Ability: Levitate Item: Focus Band		Ability: Insomnia Item: Scope Lens		Ability: Synchronize Item: Persim Berry	
Night Shade Faint Attack Curse Confuse Ray	GHOST DARK ? GHOST	Faint Attack Shadow Ball Curse Night Shade	DARK GHOST ? GHOST	Confuse Ray Giga Drain Night Shade Drill Peck	GRASS GHOST GHOST FLYING
BALTOY	GROUND-PSYCHIC	HOUNDOUR ♀	DARK-FIRE	HOOTHOOT ♂	NORMAL-FLYING
Ability: Levitate Item: Leftovers		Ability: Flash Fire Item: Sitrus Berry		Ability: Insomnia Item: Quick Claw	
Psybeam Cosmic Power Toxic Mud-Slap	PSYCHIC PSYCHIC POISON GROUND	Bite Flamethrower Snatch Roar	DARK FIRE DARK NORMAL	Hypnosis Dream Eater Confusion Foresight	PSYCHIC PSYCHIC PSYCHIC NORMAL

FINAL: TANGUT

SUPERTRAINER ♀

Fans of Pokémons Ruby and Sapphire will notice that Tangut has chosen all three of the starting Pokémons from the games: Treecko, Torchic and Mudkip. Tangut hasn't risen to Supertrainer status without proving herself a superior tactician—she's taught her Pokémons some wickedly powerful attacks. Take special care to avoid pitching in Pokémons that have weaknesses to her Pokémon's skills—she won't hesitate to type-trump your Pokémons off the field. Also beware of Clamperl's devastating combo play: if it uses Rain Dance, its Waterfall will do double damage and set up Mudkip to do even worse damage with its own Water-type strikes when its Torrent ability kicks in.



TREECKO ♂	GRASS	TORCHIC ♀	FIRE	MUDKIP ♂	WATER
Ability: Overgrow Item: Lum Berry		Ability: Blaze Item: Sitrus Berry		Ability: Torrent Item: Focus Band	
Bite Giga Drain Aerial Ace Quick Attack	DARK GRASS FLYING NORMAL	Sand-Attack Flamethrower Slash Quick Attack	GROUND FIRE NORMAL NORMAL	Waterfall Take Down Dig Mirror Coat	WATER NORMAL GROUND PSYCHIC
PIKACHU ♂	ELECTRIC	CLAMPERL ♀	WATER	WYNAUT ♂	PSYCHIC
Ability: Static Item: Light Ball		Ability: Shell Armor Item: Deepseatooth		Ability: Shadow Tag Item: Lax Incense	
Thunderbolt Slam Light Screen Thunder Wave	ELECTRIC NORMAL PSYCHIC ELECTRIC	Waterfall Confuse Ray Rain Dance Blizzard	WATER GHOST WATER ICE	Counter Mirror Coat Encore Safeguard	FIGHTING PSYCHIC NORMAL NORMAL

PYRITE COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 1,000 points

THE FINE ART OF THE SWAP

In Pyrite Colosseum, you'll need to utilize the type-trumping fundamentals you learned in Phenac Stadium and master another new strategy: swapping. To learn more about swapping your Pokémon strategically to use your type-trumping attacks, flip to page 11. Your rivals will play mostly pre-evolved Pokémon, but don't underestimate the ferocity of your foes. If swapping offensively won't help because all your Pokémon lack type-trumping attacks, use brute force and hit them with physical attacks. You'll face many Normal-types, so think about stocking your team with Fighting-type Pokémon that have same-type attacks—just watch out for the common Flying-types.



You'll face only two Dragon-type Pokémon in Pyrite Colosseum, but they're dangerous—counter their power with Ice- and Dragon-type strikes delivered by non-Dragon-types.

RECOMMENDED ATTACK/POKéMON TYPES

FIRE

Strike with Fire-type attacks to roast your opponent's Bug-, Grass-, Ice- and Steel-types. Fire-type strikes are one of only two attack types that are supereffective against Steel-types.

ELECTRIC

A large portion of Pyrite opponents are Flying- and Water-type Pokémon—play Pokémon with juiced-up Electric-type attacks to type-trump them with high-voltage jolts.

GRASS

Water- and Rock-type Pokémon are plentiful in Pyrite Colosseum, so you'd better bring along at least one Pokémon with a damaging Grass-type attack.

ICE

Chill out your foe's Grass-, Ground-, Flying- and Dragon-types with an Ice-type strike. If you use an Ice-type Pokémon to get the same-type multiplier, beware common Rock- and Fighting-type attacks.

FIGHTING

Pyrite Colosseum's Trainers have packed their squads with Normal-type Pokémon—take along a Fighting-type Pokémon with same-type attacks to smack them into submission.

NUMBER OF TYPES YOU'LL FACE

NORMAL	11	FLYING	7
FIRE	1	PSYCHIC	3
WATER	8	BUG	4
ELECTRIC	5	ROCK	8
GRASS	6	GHOST	2
ICE	2	DRAGON	2
FIGHTING	2	DARK	3
POISON	1	STEEL	3
GROUND	3		



SPECIFIC MOVE RECOMMENDATIONS



Give your opponent's Water-, Ground- and Rock-types a sunburn with Solarbeam, a dazzling Grass-type attack.

Beat down the vast number of Rock-type Pokémon with Water-type strikes like Surf.



TRAINER ALERT!

BATTLE 2: KUKLA

The cool and calculating Kukla has instructed all of his Pokémon in the science of paralyzation. Stock your team with Pokémon armed with Ground-type attacks to dispatch his Electric-types and thwart his paralytic pursuits. Give your Pokémon Person Berries—or, better yet, Lum Berries—to help them overcome a Paralyze condition.


BATTLE 1: OMARL
GLASSES MAN ♂
DELIBIRD ♂

ICE-FLYING

ABILITY: HUSTLE
ITEM: CHOICE BANDPRESENT
AERIAL ACE
FOCUS PUNCH
AURORA BEAMNORMAL
FLYING
FIGHTING
ICE
SWABLU ♂

NORMAL-FLYING

ABILITY: NATURAL CURE
ITEM: METAL COATFLY
TOXIC
MIRROR MOVE
AGILITYFLYING
POISON
FLYING
PSYCHIC
VIBRAVA ♂

GROUND-DRAGON

ABILITY: LEVITATE
ITEM: SOFT SANDFAINT ATTACK
DRAGONBREATH
DIG
FOCUS ENERGYDARK
DRAGON
GROUND
NORMAL
DODUO ♂

NORMAL-FLYING

ABILITY: EARLY BIRD
ITEM: SHARP BEAKFLY
TRI ATTACK
TOXIC
SUPERSONICNORMAL
POISON
NORMAL
HOOHOOT ♂

NORMAL-FLYING

ABILITY: KEEN EYE
ITEM: TWISTED SPOONRETURN
HYPNOSIS
DREAM EATER
WING ATTACKNORMAL
PSYCHIC
PSYCHIC
FLYING
WINGULL ♂

WATER-FLYING

ABILITY: KEEN EYE
ITEM: MYSTIC WATERAGILITY
AERIAL ACE
WATER PULSE
TWISTERPSYCHIC
FLYING
WATER
DRAGON
BATTLE 2: KUKLA
RESEARCHER ♂

Kukla will command his Pokémon to use their Thunder Wave and Stun Spore attacks to paralyze your forces, leaving you helpless. Bust out your best Ground-type assaults to power down his Electric-type Pokémons and send him back to the lab.

MAREEP ♂

ELECTRIC

ABILITY: STATIC
ITEM: MAGNETTHUNDER WAVE
IRON TAIL
THUNDER
BODY SLAMELECTRIC
STEEL
ELECTRIC
NORMAL
MAGNEMITE

ELECTRIC-STEEL

ABILITY: MAGNET PULL
ITEM: SILK SCARFTHUNDER WAVE
METAL SOUND
THUNDER
RETURNELECTRIC
STEEL
ELECTRIC
NORMAL
VOLTORB

ELECTRIC

ABILITY: STATIC
ITEM: SITRUS BERRYSCREECH
MIRROR COAT
SPARK
FRUSTRATIONNORMAL
PSYCHIC
ELECTRIC
NORMAL
CHINCHOU ♂

WATER-ELECTRIC

ABILITY: VOLT ABSORB
ITEM: MYSTIC WATERTHUNDER WAVE
CONFUSE RAY
HYDRO PUMP
BLIZZARDELECTRIC
GHOST
WATER
ICE
SKIPLOOM ♂

GRASS-FLYING

ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEEDSTUN SPORE
MEGA DRAIN
AERIAL ACE
ENCOREGRASS
FLYING
NORMAL
GLOOM ♂

GRASS-POISON

ABILITY: CHLOROPHYLL
ITEM: PERSIM BERRYSTUN SPORE
MOONLIGHT
PETAL DANCE
FLAILGRASS
NORMAL
GRASS
NORMAL
BATTLE 3: SEET
BODYBUILDER ♂

Seet may appear to be an overmuscled meathead, but he had the smarts to teach his Pokémons the Double-Edge skill, which does a huge amount of damage then self-inflicts one-third of the pain, which barely nicks his high-HP team. Bury his squad with Ground-type attacks.

RELICANTH ♂

WATER-ROCK

ABILITY: ROCK HEAD
ITEM: MYSTIC WATERDOUBLE-EDGE
ANCIENTPOWER
HYDRO PUMP
MAGNITUDENORMAL
ROCK
WATER
GROUND
LAIRON ♂

STEEL-ROCK

ABILITY: ROCK HEAD
ITEM: METAL COATDOUBLE-EDGE
IRON TAIL
AERIAL ACE
DIGNORMAL
STEEL
FLYING
GROUND
SUDOWOODO ♂

ROCK

ABILITY: ROCK HEAD
ITEM: BLACKGLASSESDOUBLE-EDGE
DIG
BRICK BREAK
SANDSTORMNORMAL
GROUND
FIGHTING
ROCK
BELDUM

STEEL-PSYCHIC

ABILITY: CLEAR BODY
ITEM: CHOICE BAND

TAKE DOWN

NORMAL

GRAVELER ♂

ROCK-GROUND

ABILITY: ROCK HEAD
ITEM: SOFT SANDDOUBLE-EDGE
MAGNITUDE
ROCK TOMB
ROCK SLIDENORMAL
GROUND
ROCK
ROCK
SHELGRON ♂

DRAGON

ABILITY: ROCK HEAD
ITEM: CHARCOALDOUBLE-EDGE
BRICK BREAK
AERIAL ACE
DRAGON DANCENORMAL
FIGHTING
FLYING
DRAGON



BATTLE 4: CHARL

COOLTRAINER ♀

PIKACHU ♀



ABILITY: STATIC
ITEM: LIGHT BALL

THUNDER WAVE
BRICK BREAK
THUNDERBOLT
IRON TAIL

ELECTRIC

PHANPY ♀



ABILITY: PICKUP
ITEM: SALAC BERRY

ENDURE
FLAIL
EARTHQUAKE
ANCIENTPOWER

GROUND

PSYDUCK ♀



ABILITY: CLOUD NINE
ITEM: QUICK CLAW

ICE BEAM
HYDRO PUMP
CROSS CHOP
PSYCHIC

WATER

CHIKORITA ♀



ABILITY: OVERGROW
ITEM: SCOPE LENS

RAZOR LEAF
BODY SLAM
SYNTHESIS
ANCIENTPOWER

GRASS

TEDDIURSA ♀



ABILITY: PICKUP
ITEM: BRIGHT POWDER

AERIAL ACE
BRICK BREAK
SLASH
EARTHQUAKE

NORMAL

VULPIX ♀



ABILITY: FLASH FIRE
ITEM: LUM BERRY

FIRE BLAST
WILL-O-WISP
CONFUSE RAY
FAINT ATTACK

FIRE

FIRE
FIRE
GHOST
DARK



BATTLE 5: SENTON

ATHLETE ♂

SUNFLORA ♂



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

BULLET SEED
INGRAIN
RAZOR LEAF
LEECH SEED

GRASS

HERACROSS ♂



ABILITY: SWARM
ITEM: BLACK BELT

BULK UP
HORN ATTACK
ROCK SMASH
BIDE

BUG-FIGHTING

CHIMECHO ♂



ABILITY: LEVITATE
ITEM: TWISTED SPOON

ASTONISH
CONFUSION
HEAL BELL
HYPNOSIS

PSYCHIC

GHOST
PSYCHIC
NORMAL
PSYCHIC

NINJASK ♂



ABILITY: SPEED BOOST
ITEM: SILVER POWDER

SCREECH
FURY SWIPES
FURY CUTTER
GUST

BUG-FLYING

SHARPEDO ♂



ABILITY: ROUGH SKIN
ITEM: SILK SCARF

SWAGGER
SCREECH
TORMENT
THRASH

WATER-DARK

BANETTE ♂



ABILITY: INSOMNIA
ITEM: SPELL TAG

NIGHT SHADE
SPITE
SNATCH
DISABLE

GHOST

GHOST
GHOST
DARK
NORMAL



BATTLE 6: RETAY

WORKER ♂

SPINDA ♀



ABILITY: OWN TEMPO
ITEM: SILK SCARF

DIZZY PUNCH
TEETER DANCE
PSYBEAM
ASSIST

NORMAL

LOUDRED ♂



ABILITY: SOUNDPROOF
ITEM: TWISTED SPOON

ASTONISH
ROAR
STOMP
EXTRASENSORY

NORMAL

LINOONE ♂



ABILITY: PICKUP
ITEM: SILVER POWDER

COVET
PIN MISSILE
DIG
CHARM

NORMAL

KECLEON ♂



ABILITY: COLOR CHANGE
ITEM: HARD STONE

AERIAL ACE
SLASH
ANCIENTPOWER
DISABLE

NORMAL

DUNSPARCE ♂



ABILITY: SERENE GRACE
ITEM: NEVERMELTICE

THUNDER
ICE BEAM
ANCIENTPOWER
HEADBUTT

NORMAL

FURRET ♀



ABILITY: KEEN EYE
ITEM: SPELL TAG

DIG
SHADOW BALL
DOUBLE-EDGE
ASSIST

NORMAL

GROUND
GHOST
NORMAL
NORMAL

Char's Pokémons are all pre-evolved, which means that they've gained many moves that their evolved counterparts wouldn't have. All six of her Pokémons are different types, making offensive type-trumping difficult, but watch your types defensively and take it one Pokémon at a time.

SEMIFINAL: CARDEN

TEACHER ♀



You'd better have studied type-trumping tactics, because Carden is about to administer a grueling examination. She has selected a diverse group of Pokémons, but you can type-trump many of them by using Fighting- and Grass-type attacks. Shedinja's Wonder Guard ability makes it immune to any attack that is not supereffective—only Fire-, Flying-, Ghost-, Rock- and Dark-type special attacks will damage it. Kadabra is quick and its move-disabling attacks are annoying, but its lack of an effective offensive attack makes it a mere nuisance. Follow the type-trumping fundamentals to take this teacher to school.



CORSOLA ♀  WATER-ROCK	SNEASEL ♂  DARK-ICE	KADABRA ♂  PSYCHIC
ABILITY: HUSTLE ITEM: HARD STONE REFRESH SPIKE CANNON ROCK BLAST SCREECH	ABILITY: KEEN EYE ITEM: NEVERMELTICE FAINT ATTACK TAUNT ICY WIND COUNTER	ABILITY: SYNCHRONIZE ITEM: TWISTEDSPOON TAUNT DISABLE PSYBEAM ENCORE
NORMAL NORMAL ROCK NORMAL	DARK DARK ICE FIGHTING	DARK NORMAL PSYCHIC NORMAL
SHEDINJA  BUG-GHOST	HITMONTOP ♂  FIGHTING	STANTLER ♀  NORMAL
ABILITY: WONDER GUARD ITEM: BLACKGLASSES MIND READER FURY SWIPES FLASH FAINT ATTACK	ABILITY: INTIMIDATE ITEM: BLACK BELT DETECT TRIPLE KICK FOCUS ENERGY MACH PUNCH	ABILITY: INTIMIDATE ITEM: MAGNET CALM MIND SHOCK WAVE BITE EXTRASENSORY
NORMAL NORMAL NORMAL DARK	FIGHTING FIGHTING NORMAL FIGHTING	PSYCHIC ELECTRIC DARK PSYCHIC



FINAL: GALLY

SUPERTRAINER ♂



Gally's team combines powerful healing and status-inflicting abilities with strong offensive attacks. Wash away the Rock-types with Water-type assaults. If Lombre uses Rain Dance, expect its Rain Dish to heal its HP each turn. Also, Lombre's Leech Seed attack allows it to heal itself by draining your Pokémon's energy vampirically—swap out the infected Pokémon and dispatch Lombre swiftly with a Poison- or Flying-type attack to avoid a protracted battle. Every Pokémon on Gally's team is a serious threat, but Clamperl is particularly noxious—its Toxic attack will brutalize your Pokémon with a potent poison. Zap Clamperl with a powerful Electric-type strike to sink it before it has a chance to poison your Pokémon.

NOSEPASS ♂  ROCK	LOMBRE ♀  WATER-GRASS	NUZLEAF ♂  GRASS-DARK
ABILITY: STURDY ITEM: QUICK CLAW THUNDER WAVE ROCK SLIDE THUNDERBOLT MAGNITUDE	ABILITY: RAIN DISH ITEM: LEFTOVERS RAIN DANCE TOXIC WATER PULSE LEECH SEED	ABILITY: EARLY BIRD ITEM: BLACKGLASSES SWAGGER TORMENT FAINT ATTACK LEECH SEED
ROCK ROCK ELECTRIC GROUND	WATER POISON WATER GRASS	NORMAL DARK DARK GRASS
CLAMPERL ♀  WATER	LILEEP ♀  ROCK-GRASS	ANORITH ♂  ROCK-BUG
ABILITY: SHELL ARMOR ITEM: DEEPSCALE CLAMP IRON DEFENSE TOXIC CONFUSE RAY	ABILITY: SUCTION CUPS ITEM: HARD STONE ACID ANCIENTPOWER GIGA DRAIN BARRIER	ABILITY: BATTLE ARMOR ITEM: SILVER POWDER ROCK BLAST FURY CUTTER METAL CLAW SWORDS DANCE
WATER STEEL POISON GHOST	ROCK POISON GRASS PSYCHIC	ROCK BUG STEEL NORMAL

PYRITE COLOSSEUM

LEVEL 50: DOUBLE BATTLE POKÉ COUPON: 1,000 points

THE POWER OF THE PRE-EVOLVED

The trainers in Pyrite Colosseum have held back the evolution of their Pokémons to allow them to access moves sooner. They may not have the high stats of more-evolved Pokémons, but you'll see some surprising attacks. By this time, you should be a veteran offensive type-trumper, but you can no longer get away with concentrating only on offense—rival Trainers will strike at your Pokémons' weaknesses if you don't contemplate your defensive matchups carefully. You'll face more Water-, Ground- and Rock-type Pokémons than any other type—use the information below to craft a crew that will strike where your enemy is weakest.



Watch out for Water-type Pokémons with withering same-type attacks, like Bubblebeam or Waterfall. Avoid using the Rain Dance move, or you'll make them far more powerful.

NUMBER OF TYPES YOU'LL FACE	
NORMAL	4
FIRE	1
WATER	10
ELECTRIC	5
GRASS	4
ICE	3
FIGHTING	1
POISON	2
GROUND	9
FLYING	4
PSYCHIC	5
BUG	6
ROCK	8
GHOST	0
DRAGON	3
DARK	1
STEEL	5



RECOMMENDED ATTACK/POKÉMON TYPES

GRASS

Counter Water-, Ground- and Rock-type Pokémons by playing Grass-types with same-type attacks. If you use a Grass-type Pokémon, you'll be taking a big risk: it's weak to five types of attacks.

GROUND

Flatten your opponent's Electric- and Rock-type Pokémons with Earthquake, an effective Ground-type strike. Pair the attacker with a Flying-type so its partner won't be caught in the blast damage.

FLYING

Flying-type Pokémons can't be damaged by Ground-type attacks. Flying-types are especially helpful when you face foes like Mauri, who has two Pokémons that use the brutal Earthquake attack.

PSYCHIC

Include a Psychic-type Pokémon in your squad—they often have a high Speed stat that may allow them to attack first. Use Psychic-types to inflict your opponents with status conditions like Confuse.

STEEL

Toxic is a vicious Poison-type attack—unlike other poisons, the damage Toxic inflicts increases exponentially each round. Counter with Steel-types, which are immune to Poison-type attacks.

SPECIFIC MOVE RECOMMENDATIONS



When you go up against Pokémons that use Reflect or Light Screen, bust through with Brick Break.

Flame-broil your foe's Grass-, Steel- and Bug-type Pokémons with a searing Fire-type attack like Flamethrower.



TRAINER ALERT!

FINAL: MAURI

If you want to really lay the smack down on Mauri in the final round, you'll need to pack in a couple of fast Flying-type Pokémons with powerful attacks. Don't unbalance your squad by overloading it with Flying-types—you'll need a wide variety of types and attacks to reach the final round.



BATTLE 1: BUSIK

ATHLETE ♂

WAILMER ♂

ABILITY: OBLIVIOUS
ITEM: LEFTOVERSWATER PULSE
AMNESIA
ROCK TOMB
MIST

WATER

COPHISH ♀

ABILITY: SHELL ARMOR
ITEM: FOCUS BANDMUD SPORT
BUBBLEBEAM
TAUNT
AERIAL ACE

WATER

SNORUNT ♂

ABILITY: INNER FOCUS
ITEM: LUM BERRYICY WIND
BITE
HAIL
POWDER SNOW

ICE

SWINUB ♂

ABILITY: OBLIVIOUS
ITEM: QUICK CLAWHAIL
ENDURE
TOXIC
ROCK SMASH

ICE-GROUND

NORMAL
POISON
FIGHTING

SENTRET ♀

ABILITY: KEEN EYE
ITEM: CITRUS BERRYFURY SWIPES
SLAM
QUICK ATTACK
DIG

NORMAL

NORMAL
NORMAL
NORMAL
GROUND

LEDYBA ♀

ABILITY: EARLY BIRD
ITEM: PERSIM BERRYSWIFT
PSYBEAM
GIGA DRAIN
REFLECT

BUG-FLYING

NORMAL
PSYCHIC
GRASS
PSYCHIC

BATTLE 2: TRIA

ATHLETE ♀

SWABLU ♂

ABILITY: NATURAL CURE
ITEM: PERSIM BERRYTAKE DOWN
SAFEGUARD
FURY ATTACK
SING

STEEL-ROCK

FEEBAS ♀

ABILITY: SWIFT SWIM
ITEM: QUICK CLAWCONFUSE RAY
MIRROR COAT
WATERFALL
FLAIL

WATER

CHINCHOU ♂

ABILITY: VOLT ABSORB
ITEM: LEFTOVERSTHUNDER WAVE
CONFUSE RAY
SPARK
WATER PULSE

WATER-ELECTRIC

ELECTRIC
GHOST
ELECTRIC
WATER

ARON ♂

ABILITY: STURDY
ITEM: SCOPE LENSMETAL CLAW
HEADBUTT
DIG
METAL SOUND

STEEL-ROCK

BARBOACH ♀

ABILITY: OBLIVIOUS
ITEM: CHESTO BERRYSPARK
REST
AMNESIA
FUTURE SIGHT

WATER-GROUND

HOPPIP ♀

ABILITY: CHLOROPHYLL
ITEM: LUM BERRYCOTTON SPORE
MEGA DRAIN
LEECH SEED
SLEEP POWDER

GRASS-FLYING

GRASS
GRASS
GRASS
GRASS

BATTLE 3: STURK

LADY ♀

BAGON ♂

ABILITY: ROCK HEAD
ITEM: FOCUS BANDHEADBUTT
DRAGONBREATH
SCARY FACE
LEER

DRAGON

BELDUM

ABILITY: CLEAR BODY
ITEM: CHOICE BAND

TAKE DOWN

STEEL-PSYCHIC

STARYU ♀

ABILITY: NATURAL CURE
ITEM: SCOPE LENSETHUNDER
BUBBLEBEAM
LIGHT SCREEN
CAMOUFLAGE

WATER

ELECTRIC
WATER
PSYCHIC
NORMAL

ELECTRIKE ♀

ABILITY: STATIC
ITEM: PERSIM BERRYSPARK
BITE
QUICK ATTACK
HOWL

ELECTRIC

MAREEP ♀

ABILITY: STATIC
ITEM: QUICK CLAWGROWL
THUNDER WAVE
COTTON SPORE
SHOCK WAVE

ELECTRIC

LARVITAR ♀

ABILITY: GUTS
ITEM: LUM BERRYTHRASH
DIG
PURSUIT
SANDSTORM

ROCK-GROUND

NORMAL
GROUND
DARK
ROCK

Shake down Sturk's Electric-type Pokémons—Electrike and Mareep—with a bone-jarring Ground-type strike like Earthquake. Beldum holds a Choice Band, which it will use to multiply its Take Down attack damage by 1.5—smite the juggernaut with a Sleep condition.



BATTLE 4: SYMIN

RICH BOY ♂

SANDSHREW ♂



ABILITY: SAND VEIL
ITEM: QUICK CLAW

SLASH
TOXIC
DIG
SAND TOMB

GROUND

SLAKOTH ♂



ABILITY: TRUANT
ITEM: CHOICE BAND

SLASH
SHADOW BALL
FAINT ATTACK
AERIAL ACE

NORMAL

ABRA ♂



ABILITY: SYNCHRONIZE
ITEM: LUM BERRY

REFLECT
FIRE PUNCH
THUNDERPUNCH
ICE PUNCH

PSYCHIC



SEMIFINAL: GRAT

LADY IN SUIT ♀



Grat is a skillful tactician who has assembled a dangerous crew. Kirlia is a fast Psychic-type armed with Thunderbolt—knock it out as soon as Grat pitches it in. Don't go for the same-type multiplier; Sealeo and Seadra will obliterate a Grass-type Pokémon with their Ice-type attacks. Grat's three Water-type Pokémon—Sealeo, Marshtomp and Seadra—are vulnerable to Electric-type attacks, but Grat will often pair them with Rhyhorn, whose Lightningrod ability draws Electric-type attacks away from his Water-type teammates and absorbs it without consequence. The Water-types are also vulnerable to Grass-type strikes.

KIRLIA ♀	PSYCHIC	SEALEO ♂	ICE-WATER	RHYHORN ♂	GROUND-ROCK
Ability: Synchronize Item: Persim Berry		Ability: Thick Fat Item: Leftovers		Ability: Lightningrod Item: Scope Lens	
GROWL PSYCHIC THUNDERBOLT LIGHT SCREEN	NORMAL PSYCHIC ELECTRIC PSYCHIC	POWDER SNOW AURORA BEAM BODY SLAM BLIZZARD	ICE ICE NORMAL ICE	TAIL WHIP ROCK BLAST TAKE DOWN SCARY FACE	NORMAL ROCK NORMAL NORMAL
VOLTORB	ELECTRIC	MARSHTOMP ♂	WATER-GROUND	SEADRA ♀	WATER
Ability: Soundproof Item: King's Rock		Ability: Torrent Item: Focus Band		Ability: Poison Point Item: Lum Berry	
SWIFT THUNDERBOLT TOXIC SONICBOOM	NORMAL ELECTRIC POISON NORMAL	MUDY WATER ENDEAVOR WATER PULSE MUD SHOT	WATER NORMAL WATER GROUND	TWISTER ICE BEAM WATERFALL DRAGONBREATH	DRAGON ICE WATER DRAGON



FINAL: MAURI

SUPERTRAINER ♂



The battle royale with Mauri is a perfect time to play your Flying-type Pokémon. They enjoy several huge advantages over Mauri's crew—they can effortlessly hover over Earthquake attacks, they're naturally resistant to Metang's, Vigoroth's and Machoke's Fighting-type strikes and they can use Flying-type moves to destroy Machoke. Kadabra has an extremely high Special Attack stat and a miserably low Defense stat—play a speedy Pokémon with a harsh physical attack to dispatch it before it can put the hurt on your crew. Mauri's Pokémon may use Protect to shield themselves from Machoke and Lairon's Earthquake attack while your crew gets rumbled.

KADABRA ♂	PSYCHIC	METANG	STEEL-PSYCHIC	SHELGON ♀	DRAGON
Ability: Inner Focus Item: Lum Berry		Ability: Clear Body Item: Persim Berry		Ability: Rock Head Item: Quick Claw	
PSYCHIC FIRE PUNCH PROTECT ICE PUNCH	PSYCHIC FIRE NORMAL ICE	METEOR MASH PSYCHIC BRICK BREAK PROTECT	STEEL PSYCHIC FIGHTING NORMAL	DOUBLE-EDGE AERIAL ACE BRICK BREAK PROTECT	NORMAL FLYING FIGHTING NORMAL
MACHOKE ♂	FIGHTING	VIGOROTH ♂	NORMAL	LAIRON ♂	STEEL-ROCK
Ability: Guts Item: Focus Band		Ability: Vital Spirit Item: Scope Lens		Ability: Rock Head Item: Leftovers	
CROSS CHOP EARTHQUAKE ROCK TOMB SCARY FACE	FIGHTING GROUND ROCK NORMAL	SLASH FOCUS ENERGY ENDURE FOCUS PUNCH	NORMAL NORMAL NORMAL FIGHTING	EARTHQUAKE BODY SLAM AERIAL ACE PROTECT	GROUND NORMAL FLYING NORMAL

UNDER COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 1,500 points

OUT FROM UNDERNEATH

Under Colosseum competitors don't rely merely on type-trumping tactics. Many of their Pokémons have moves that build up catastrophic combos. Their teams also work together to put powerful combos into play. One Pokémon may alter the weather, for instance, followed by a second Pokémon whose primary attack feeds off the climatic change. Under Colosseum battles are drawn-out fights, prolonged by healing moves and crippling condition-inflections. Since your foes will tend to fight using Flying-, Bug- and Rock-type Pokémons with same-type attacks, use the recommended attack types below to sustain yourself over the long haul.



Status effects and healing are mainstays of Under Colosseum battles, so expect a long tug-of-war with each team. The key to winning is to whittle away your foes faster than they can take nicks out of your team.

NUMBER OF TYPES YOU'LL FACE

NORMAL	5	FLYING	7
FIRE	3	PSYCHIC	5
WATER	6	BUG	9
ELECTRIC	2	ROCK	8
GRASS	7	GHOST	1
ICE	3	DRAGON	0
FIGHTING	2	DARK	3
POISON	5	STEEL	5
GROUND	5		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

Ground-type attacks will go for the Rock-types' jugular and be critical for cracking the less-common Steel-types. They're ineffective against the common Flying- and Bug-types, however.

FLYING

Flying-type strikes will cut down the oft-seen Bug-types and the rather common Grass-types. If you send in Flying-types, watch out for foes that use Rock-, Ice- or Electric-type attacks.

PSYCHIC

Though Psychic-type strikes trump few Pokémons types in Under Colosseum, nondamaging moves like Light Screen and Reflect will shield your whole team from the onslaught.

GHOST

Ghost-types with Ghost-type moves are always useful, because they're immune to Normal- and Fighting-type damage. You'll face five Psychic-types; inflict Ghost-type damage.

DRAGON

Bring in Dragon-type Pokémons if you've got 'em. Though their Dragon-type attacks trump none but their own kind, they've got diverse resistance. Just watch out for Ice-type strikes.

SPECIFIC MOVE RECOMMENDATIONS



In a war of attrition, Toxic is one of the best ways to cause more residual damage than your foe—it's poison is strong.



A foe with Confuse status might not attack—and might hurt itself. With dead-on Accuracy, Confuse Ray works best.



TRAINER ALERT!

SEMIFINAL: KOU

Final-round Roblin is no slouch, but you can't get to him if you can't KO Kou's team. Her strategy is based on dishing back what her Pokémons suffer from physical attacks, special attacks or status effects. Balance your team's moves across all three categories to swerve around Kou's strategy.

BATTLE 1: SAINZ

RICH BOY ♂

**DUSTOX ♂**

BUG-POISON

ABILITY: SHIELD DUST
ITEM: SCOPE LENSSILVER WIND
SLUDGE
SHADOW PUNCH
AERIAL ACEBUG
POISON
GHOST
FLYING**RHYHORN ♂**

GROUND-ROCK

ABILITY: ROCK HEAD
ITEM: QUICK CLAWROCK BLAST
MEGAHORN
CRUSH CLAW
MAGNITUDEBUG
NORMAL
GROUND**YANMA ♂**

BUG-FLYING

ABILITY: COMPOUNDEYES
ITEM: LUM BERRYSUPersonic
SCREECH
TOXIC
SIGNAL BEAMNORMAL
NORMAL
POISON
BUG**ARIADOS ♂**

BUG-POISON

ABILITY: SWARM
ITEM: FOCUS BANDSCARY FACE
SLUDGE
NIGHT SHADE
SIGNAL BEAMNORMAL
POISON
GHOST
BUG**BATTLE 2: FOSHE**

TEACHER ♀

**DELCATTY ♀**

NORMAL

ABILITY: CUTE CHARM
ITEM: CHERI BERRYATTRACT
CHARM
ASSIST
WISHNORMAL
NORMAL
NORMAL
NORMAL**BEAUTIFLY ♂**

BUG-FLYING

ABILITY: SWARM
ITEM: FOCUS BANDATTRACT
STUN SPORCE
SILVER WIND
MORNING SUNNORMAL
GRASS
BUG
NORMAL**ROSELIA ♀**

GRASS-POISON

ABILITY: POISON POINT
ITEM: LUM BERRYATTRACT
GRASSWHISTLE
LEECH SEED
SYNTHESISNORMAL
GRASS
GRASS
GRASS**MAWILE ♀**

STEEL

ABILITY: INTIMIDATE
ITEM: LEFTOVERSATTRACT
TORMENT
TICKLE
POISON FANGNORMAL
DARK
NORMAL
POISON**LUVDISC ♂**

WATER

ABILITY: SWIFT SWIM
ITEM: SITRUS BERRYATTRACT
RAIN DANCE
WATER PULSE
MUD SPORTNORMAL
WATER
WATER
GROUND**KIRLIA ♀**

PSYCHIC

ABILITY: TRACE
ITEM: LAX INCENSEATTRACT
HYPNOSIS
DREAM EATER
WILL-O-WISPNORMAL
PSYCHIC
PSYCHIC
FIRE**BATTLE 3: GLYA**

BODYBUILDER ♀

**LUNATONE**

ROCK-PSYCHIC

ABILITY: LEVITATE
ITEM: LEFTOVERSPSYCHIC
ICE BEAM
CALM MIND
COSMIC POWERPSYCHIC
ICE
PSYCHIC
PSYCHIC**METANG**

STEEL-PSYCHIC

ABILITY: CLEAR BODY
ITEM: LUM BERRYMETAL CLAW
PSYCHIC
BRICK BREAK
AERIAL ACESTEEL
PSYCHIC
FIGHTING
FLYING**ELECTRODE**

ELECTRIC

ABILITY: STATIC
ITEM: FOCUS BANDTHUNDERBOLT
TORMENT
EXPLOSION
MIRROR COATELECTRIC
NORMAL
NORMAL
PSYCHIC**WAILORD ♀**

WATER

ABILITY: OBLIVIOUS
ITEM: CHESTO BERRYWATER SPOUT
REST
FISSURE
SLEEP TALKWATER
PSYCHIC
GROUND
NORMAL**PILOSwine ♂**

ICE-GROUND

ABILITY: OBLIVIOUS
ITEM: QUICK CLAWICE BEAM
AMNESIA
ANCIENTPOWER
MUD SHOTICE
PSYCHIC
ROCK
GROUND**ILLUMISE ♀**

BUG

ABILITY: OBLIVIOUS
ITEM: SCOPE LENSTHUNDERBOLT
WATER PULSE
GIGA DRAIN
MOONLIGHTELECTRIC
WATER
GRASS
NORMAL

Most of Sainz's Pokémons are Bug-types, so Flying-type attacks will likely eradicate most of whatever battle trio he chooses. If he hurls his Rhyhorn onto the field, counter with Water-type attacks—the Ground-and-Rock-type Pokémons is doubly vulnerable.

**BATTLE 4: FOKIL**

RIDER ♂

Fokil will use Perish Song, which knocks out both the attacker *and* the defender after three turns. Switch out your Pokémons to avoid the effect. If his Pokémons prevent your swaps with Wrap or Mean Look, KO two of them before the mass fainting to eke out a KO lead.

SHUCKLE ♂	BUG-ROCK	MURKROW ♂	DARK-FLYING	MISDREAVUS ♀	GHOST
ABILITY: STURDY ITEM: CITRUS BERRY		ABILITY: INSOMNIA ITEM: BRIGHT POWDER		ABILITY: LEVITATE ITEM: FOCUS BAND	
WRAP ENCORE REST TOXIC	NORMAL NORMAL PSYCHIC POISON	PERISH SONG PROTECT MEAN LOOK FLY	NORMAL NORMAL NORMAL FLYING	PERISH SONG PROTECT MEAN LOOK PAIN SPLIT	NORMAL NORMAL NORMAL NORMAL
AZUMARILL ♀	WATER	BRELOOM ♂	GRASS-FIGHTING	WOBBUFFET ♂	PSYCHIC
ABILITY: THICK FAT ITEM: LEFTOVERS		ABILITY: EFFECT SPORE ITEM: LAX INCENSE		ABILITY: SHADOW TAG ITEM: LUM BERRY	
PERISH SONG PROTECT TOXIC DIVE	NORMAL NORMAL POISON WATER	SPORE LEECH SEED FOCUS PUNCH DOUBLE TEAM	GRASS GRASS FIGHTING NORMAL	ENCORE COUNTER MIRROR COAT DESTINY BOND	NORMAL FIGHTING PSYCHIC GHOST

	BATTLE 5: SLIM	NEWS CASTER ♀
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Slim's Pokémons change weather to amp their power: Rain Dance raises Water-type damage and Sunny Day magnifies Fire-type damage. The Grass-type Solarbeam also comes into play; it can fire every turn in sunny weather. Use Dragon-types—they resist all three attack types.

CASTFORM ♀	NORMAL	TORKOAL ♂	FIRE	GLALIE ♂	ICE
ABILITY: FORECAST ITEM: QUICK CLAW		ABILITY: WHITE SMOKE ITEM: CHESTO BERRY		ABILITY: INNER FOCUS ITEM: FOCUS BAND	
WEATHER BALL SUNNY DAY RAIN DANCE HAIL	NORMAL FIRE WATER ICE	BODY SLAM REST ERUPTION SLEEP TALK	NORMAL PSYCHIC FIRE NORMAL	ICY WIND BITE ICE BEAM HAIL	ICE DARK ICE ICE
JUMPLUFF ♀	GRASS-FLYING	SEALEO ♂	ICE-WATER	LANTURN ♀	WATER-ELECTRIC
ABILITY: CHLOROPHYLL ITEM: CHERI BERRY		ABILITY: THICK FAT ITEM: LEFTOVERS		ABILITY: VOLT ABSORB ITEM: SCOPE LENS	
SUNNY DAY SYNTHESIS SOLARBEAM SLEEP POWDER	FIRE GRASS GRASS GRASS	SURF ICE BEAM EARTHQUAKE HAIL	WATER ICE GROUND ICE	THUNDER HYDRO PUMP RAIN DANCE ICE BEAM	ELECTRIC WATER WATER ICE

	BATTLE 6: RINA	HUNTER ♀
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You can go far by using Fire-type attacks on Rina's top row and Water-type strikes on her bottom row. But watch out for Rina's residual-damage tactic. Sandstorm and Toxic erode HP in a hurry. And Skarmory has the Spikes-Whirlwind combo, which can hack apart your whole team.

FORRETRESS ♂	BUG-STEEL	CACTURNE ♂	GRASS-DARK	SKARMORY ♀	STEEL-FLYING
ABILITY: STURDY ITEM: PERSIM BERRY		ABILITY: SAND VEIL ITEM: BRIGHT POWDER		ABILITY: STURDY ITEM: LEFTOVERS	
TOXIC EARTHQUAKE SANDSTORM SAND TOMB	POISON GROUND ROCK GROUND	NEEDLE ARM FAINT ATTACK SANDSTORM GRASSWHISTLE	GRASS DARK ROCK GRASS	AIR CUTTER SPIKES SANDSTORM WHIRLWIND	FLYING GROUND ROCK NORMAL
SANDSLASH ♀	GROUND	CAMERUPT ♂	FIRE-GROUND	MAGCARGO ♂	FIRE-ROCK
ABILITY: SAND VEIL ITEM: LAX INCENSE		ABILITY: MAGMA ARMOR ITEM: CHESTO BERRY		ABILITY: MAGMA ARMOR ITEM: WHITE HERB	
SANDSTORM EARTHQUAKE ROCK SLIDE AERIAL ACE	ROCK GROUND ROCK FLYING	REST EARTHQUAKE ROCK SLIDE ERUPTION	PSYCHIC GROUND ROCK FIRE	OVERHEAT EARTHQUAKE ROCK SLIDE SANDSTORM	GROUND ROCK ROCK



SEMIFINAL: KOU

RIDER ♀



Kou's Pokémon all share the burden. Tentacruel and Cradily use Mirror Coat to move second, then return double any special-attack damage they suffered. Use Ground-type strikes (physical attacks) to hurt 'em badly without consequence. Hariyama and Zangoose use Counter—similar to Mirror Coat but with physical-attack damage—so use Psychic-type strikes (special attacks). Avoid using condition-inflicting moves on Grumpig and Absol—they use Magic Coat, which reflects such moves. It's a tricky dance, but if you master your switch-and-strike strategy, you can slip past Kou.

TENTACRUEL ♀

ABILITY: CLEAR BODY
ITEM: LEFTOVERSTOXIC
BARRIER
WRAP
MIRROR COAT

WATER-POISON

CRADILY ♀

ABILITY: SUCTION CUPS
ITEM: PECHA BERRYSLUDGE BOMB
ANCIENTPOWER
RECOVER
MIRROR COAT

ROCK-GRASS

HARIYAMA ♂

ABILITY: THICK FAT
ITEM: LUM BERRYEARTHQUAKE
BULK UP
REVENGE
COUNTER

FIGHTING

ZANGOOSE ♂

ABILITY: IMMUNITY
ITEM: FOCUS BANDAERIAL ACE
CRUSH CLAW
BRICK BREAK
COUNTER

NORMAL

FLYING
NORMAL
FIGHTING
FIGHTING

GRUMPIG ♂

ABILITY: THICK FAT
ITEM: QUICK CLAWMAGIC COAT
SHOCK WAVE
SNATCH
EXTRASENSORY

PSYCHIC

PSYCHIC
ELECTRIC
DARK
PSYCHIC

ABSOL ♂

ABILITY: PRESSURE
ITEM: SCOPE LENSSHADOW BALL
AERIAL ACE
SNATCH
MAGIC COAT

DARK-NORMAL

GHOST
FLYING
DARK
PSYCHIC

FINAL: ROBLIN

BANDANA GUY ♂



There's no easy way to slash through Bandana Guy Roblin's team with one or two types of attacks. So equip your Pokémons for a flashy assault that draws on a wide variety of moves. Send in a Flying-type with Flying-type attacks. But be careful. It will be immune to Ground-type Earthquake destruction—a frequent Roblin tactic—but be vulnerable to Armaldo's and Rhydon's Rock-type strikes. You'll need to be shifty and swap often to survive: use Ground-type hits against Aggron, Rhydon and Seviper; Water-type attacks on Rhydon and Armaldo; Flying-type strikes on Tropius; and Fighting-type attacks on Exploud. At all costs, prevent Aggron from using Sunny Day—Roblin's sun-related combos are stifling.

ARMALDO ♂



ROCK-BUG

ABILITY: BATTLE ARMOR
ITEM: LEFTOVERSHYPER BEAM
AERIAL ACE
EARTHQUAKE
ANCIENTPOWER

EXPLOUD ♀



NORMAL

ABILITY: SOUNDPROOF
ITEM: SHELL BELLHYPER BEAM
HYPER VOICE
EARTHQUAKE
SWAGGER

AGGRON ♂



STEEL-ROCK

ABILITY: STURDY
ITEM: FOCUS BANDDRAGON CLAW
FLAMETHROWER
SUNNY DAY
SOLARBEAM

RHYDON ♂



GROUND-ROCK

ABILITY: ROCK HEAD
ITEM: QUICK CLAWEARTHQUAKE
MEGAHORN
COUNTER
ROCK SLIDE

TROPIUS ♂



GRASS-FLYING

ABILITY: CHLOROPHYLL
ITEM: LUM BERRYMAGICAL LEAF
AERIAL ACE
EARTHQUAKE
BODY SLAM

SEVIPER ♂



POISON

ABILITY: SHED SKIN
ITEM: SCOPE LENSEARTHQUAKE
POISON TAIL
FLAMETHROWER
GIGA DRAIN

UNDER COLOSSEUM

LEVEL 50: DOUBLE BATTLE POKé COUPON: 1,500 points

UNDER THE WEATHER

The Trainers in Under Colosseum have a wide variety of Pokémon, and they all know a vast array of moves. You usually won't be able to hone in on one specific weakness, so you'll need to bring a team that's very adaptable and also knows a wide array of moves. The only chink in the Trainer's armor is a reliance on Water-type Pokémon and a slight vulnerability to strong Ground-type attacks. Bring Pokémon that know Electric-type and Ground-type moves—Earthquake and Thunder, especially, will make your battles easier. Partner them with Flying-type Pokémon or those that have the Levitate ability—they'll be able to avoid Earthquake's damaging effects.



Combo attacks are a main concern in Under Colosseum. Focus on one Pokémon at a time to cut the combo off at the source.

NUMBER OF TYPES YOU'LL FACE

NORMAL	8	FLYING	5
FIRE	3	PSYCHIC	6
WATER	12	BUG	4
ELECTRIC	5	ROCK	6
GRASS	4	GHOST	0
ICE	2	DRAGON	0
FIGHTING	1	DARK	2
POISON	4	STEEL	3
GROUND	4		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

If Ground-type Pokémon use same-type attacks, they'll be extra-effective against Electric- and Poison-types. Ground-types also resist Electric-type attacks—which is useful during the final battle.

FLYING

If you're planning on using Earthquake, bring Flying-types. They also have good Speed ratings, so they can finish off a weakened foe before it launches a final deadly attack.

PSYCHIC

Psychic-type Pokémon that have learned Psychic- and Electric-type moves will be especially welcome, as they can help out against pesky Water- and Fighting-types.

ELECTRIC

There are 12 Water-type Pokémon in Under Colosseum, which gives strong Electric-type attacks a huge advantage. There are also very few Ground-type Pokémon to deal with.

STEEL

Steel-types have high Defense and are resistant to Poison conditions. They will be quite useful during Baben's battle; most of his Pokémon know Toxic.

SPECIFIC MOVE RECOMMENDATIONS



Many enemy Pokémon are susceptible to Ground-type moves, and Earthquake strikes both foes simultaneously.

Thunder packs a wallop and can cause a Paralyze condition. Bring in a storm to make it more effective.



TRAINER ALERT!

BATTLE 2: ORDEN

Orden's Pokémon specialize in the one-hit KO. Most of his Pokémon are Water-types, however, so you can use powerful Electric-type moves such as Thunder to return the favor. This battle is not the time to use status-altering moves such as Toxic—you want to end the fight as fast as possible.

BATTLE I: SCIET

FUN OLD MAN ♂

**WEEZING ♀**ABILITY: LEVITATE
ITEM: PERSIM BERRYSLUDGE BOMB
SHADOW BALL
HAZE
WILL-O-WISP

POISON

MAGCARGO ♀ABILITY: FLAME BODY
ITEM: BRIGHT POWDERFLAMETHROWER
SUNNY DAY
ROCK TOMB
ACID ARMOR

FIRE-ROCK

GRUMPIG ♂ABILITY: OWN TEMPO
ITEM: LUM BERRYPSYCHIC
REFLECT
CONFUSE RAY
MAGIC COAT

PSYCHIC

SEVIPER ♂ABILITY: SHED SKIN
ITEM: QUICK CLAWPOISON FANG
GLARE
CRUNCH
SCREECH

POISON

SPINDA ♂ABILITY: OWN TEMPO
ITEM: FOCUS BANDDIZZY PUNCH
PSYCH UP
HYPNOSIS
FAINT ATTACK

NORMAL

PELIPPER ♀ABILITY: KEEN EYE
ITEM: SCOPE LENSWING ATTACK
ICE BEAM
GROWL
WATER PULSE

WATER-FLYING

BATTLE 2: ORDEN

RIDER ♂

**PINSIR ♂**ABILITY: HYPER CUTTER
ITEM: FOCUS BANDGUILLOTINE
REVENGE
SEISMIC TOSSED
FAINT ATTACK

BUG

WALREIN ♀ABILITY: THICK FAT
ITEM: BRIGHT POWDERSHEER COLD
BLIZZARD
BODY SLAM
HAIL

ICE-WATER

SEAKING ♂ABILITY: SWIFT SWIM
ITEM: SITRUS BERRYHORN DRILL
MUD SPORT
SURF
RAIN DANCE

WATER

CRAWDAUNT ♀ABILITY: SHELL ARMOR
ITEM: LUM BERRYGUILLOTINE
CRABHAMMER
ENDEAVOR
ROCK TOMB

WATER-DARK

WHISCASH ♀ABILITY: OBLIVIOUS
ITEM: SCOPE LENSFISSURE
MAGNITUDE
FUTURE SIGHT
SPARK

WATER-GROUND

SMEARGLE ♂ABILITY: OWN TEMPO
ITEM: LEFTOVERSSHEER COLD
GUILLOTINE
ICY WIND
ENCORE

NORMAL

BATTLE 3: BABEN

GUY ♂

**LOMBRE ♀**ABILITY: RAIN DISH
ITEM: LEFTOVERSTOXIC
LEECH SEED
DIVE
RAIN DANCE

WATER-GRASS

MUK ♂ABILITY: STICKY HOLD
ITEM: BRIGHT POWDERTOXIC
MEAN LOOK
SLUDGE BOMB
DIG

POISON

SUNFLORA ♀ABILITY: CHLOROPHYLL
ITEM: SCOPE LENSTOXIC
LEECH SEED
GIGA DRAIN
RAZOR LEAF

GRASS

MANTINE ♀ABILITY: SWIFT SWIM
ITEM: FOCUS BANDTOXIC
DIVE
CONFUSE RAY
ICE BEAM

WATER-FLYING

GLALIE ♂ABILITY: INNER FOCUS
ITEM: SITRUS BERRYTOXIC
HAIL
BLOCK
CRUNCH

ICE

FORRETRESS ♂ABILITY: STURDY
ITEM: LUM BERRYTOXIC
SPIKES
SANDSTORM
DIG

BUG-STEEL

Grumpig and Magcargo can both present problems, but a strong Ground-type Pokémon that knows Earthquake will turn the battle in your favor. Pelipper's Ice Beam is also a major concern—use Electric-type moves to bring the Water-and-Flying type down to earth.

Work hard to set up favorable type advantages so you can end the battle quickly—even your strongest Pokémon can be KO'd in a single hit by any member of Orden's team. All four of the Water-types can be done in with strong Electric-type moves, however.



BATTLE 4: DENAW

TEACHER ♀

GIRAFARIG ♂



ABILITY: INNER FOCUS
ITEM: QUICK CLAW

WISH
AGILITY
STOMP
PSYCHIC

NORMAL-PSYCHIC

CAMERUPT ♀



ABILITY: MAGMA ARMOR
ITEM: LUM BERRY

ERUPTION
REST
SCARY FACE
TOXIC

FIRE-GROUND

TORKOAL ♂



ABILITY: WHITE SMOKE
ITEM: CHESTO BERRY

ERUPTION
REST
BODY SLAM
CURSE

FIRE

WAILORD ♂



ABILITY: OBLIVIOUS
ITEM: LEFTOVERS

WATER SPOUT
REST
SLEEP TALK
DOUBLE TEAM

WATER

XATU ♂



ABILITY: EARLY BIRD
ITEM: FOCUS BAND

WISH
DRILL PECK
PSYCHIC
REST

PSYCHIC-FLYING

WIGGLYTUFF ♀



ABILITY: CUTE CHARM
ITEM: SCOPE LENS

WISH
PSYCHIC
THUNDERBOLT
BODY SLAM

NORMAL

NORMAL
PSYCHIC
ELECTRIC
NORMAL



BATTLE 5: KIBBE

RIDER ♀

DODRIO ♂



NORMAL-FLYING

ABILITY: EARLY BIRD
ITEM: SCOPE LENS

PROTECT
PURSUIT
DRILL PECK
TRI ATTACK

SWALOT ♀



Poison

ABILITY: LIQUID Ooze
ITEM: LAX INCENSE

YAWN
DREAM EATER
SLUDGE BOMB
PROTECT

MURKROW ♂



DARK-FLYING

ABILITY: INSOMNIA
ITEM: BRIGHT POWDER

PROTECT
PURSUIT
AERIAL ACE
SHADOW BALL

QUAGSIRE ♀



WATER-GROUND

ABILITY: WATER ABSORB
ITEM: QUICK CLAW

YAWN
EARTHQUAKE
BRICK BREAK
PROTECT

CHIMECHO ♀



PSYCHIC

ABILITY: LEVITATE
ITEM: LUM BERRY

YAWN
DREAM EATER
PSYCHIC
PROTECT

NOCTOWL ♂



NORMAL-FLYING

ABILITY: INSOMNIA
ITEM: KING'S ROCK

RETROFIT
DREAM EATER
PSYCHIC
AERIAL ACE

PSYCHIC
PSYCHIC
PSYCHIC
FLYING



BATTLE 6: DEFREN

CHASER ♂

ZANGOOSE ♂



NORMAL

ABILITY: IMMUNITY
ITEM: SCOPE LENS

COUNTER
SLASH
SWORDS DANCE
DETECT

CORSOLA ♀



WATER-ROCK

ABILITY: NATURAL CURE
ITEM: PERSIM BERRY

MIRROR COAT
RECOVER
BUBBLEBEAM
ICE BEAM

DONPHAN ♀



GROUND

ABILITY: STURDY
ITEM: FOCUS BAND

COUNTER
DOUBLE-EDGE
ROCK TOMB
FLAIL

MILOTIC ♀



WATER

ABILITY: MARVEL SCALE
ITEM: LEFTOVERS

MIRROR COAT
RECOVER
WATERFALL
ICE BEAM

MEGANIUM ♂



GRASS

ABILITY: OVERGROW
ITEM: SITRUS BERRY

COUNTER
BODY SLAM
RAZOR LEAF
SYNTHESIS

CRADILY ♂



ROCK-GRASS

ABILITY: SUCTION CUPS
ITEM: LUM BERRY

SLUDGE BOMB
ANCIENTPOWER
MIRROR COAT
TOXIC

POISON
ROCK
PSYCHIC
POISON

SEMIFINAL: MILAG

HUNTER ♀



Milag likes to use combos to decimate your team, especially Thunder Wave followed by Smellingsalt. Lead with a strong Ground- and Ghost-type Pokéémon to annul the combo. If Magneton or Raichu is on the field (or both), use Earthquake or another strong Ground-type move to take the Electric-type Pokéémon out of the battle. (If you have a Ghost-type that knows Levitate, so much the better. If not, you might want to sacrifice it to to eliminate two opposing Pokéémon.) The Paralyze condition is a constant concern against Milag—berries and other held items can fix the status condition.



MAGNETON ELECTRIC-STEEL	MACHAMP ♂ FIGHTING	RAICHU ♀ ELECTRIC
ABILITY: STURDY ITEM: LUM BERRY THUNDER WAVE THUNDERBOLT TRI ATTACK PROTECT	ABILITY: GUTS ITEM: FOCUS BAND SMELLINGSALT CROSS CHOP EARTHQUAKE VITAL THROW	ABILITY: STATIC ITEM: BRIGHT POWDER THUNDER WAVE THUNDERBOLT ENCORE PROTECT
AGGRON ♂ STEEL-ROCK	EXPLOUD ♂ NORMAL	OCTILLERY ♀ WATER
ABILITY: ROCK HEAD ITEM: SCOPE LENS SMELLINGSALT EARTHQUAKE DOUBLE-EDGE IRON TAIL	ABILITY: SOUNDPROOF ITEM: SHELL BELL SMELLINGSALT HYPER VOICE EARTHQUAKE SHADOW BALL	ABILITY: SUCTION CUPS ITEM: QUICK CLAW THUNDER WAVE OCTAZOOKA ICE BEAM PSYCHIC



FINAL: HOLOH

SUPERTRAINER ♀

If you took our advice at the beginning and brought along Pokéémon with strong Ground-type moves, you should be in good position to win the final battle. Plusle and Minun (who are often Holoh's starting Pokéémon) like to use Rain Dance followed by Thunder—but if you lead with a Ground-type Pokéémon, you can nullify that combo right off the bat. Solrock and Lunatone are also vulnerable to Ground-type moves, while Volbeat and Illumise are best handled with Fire-type moves. If you run into trouble, try to inflict Sleep or Paralyze status conditions. Illumise can cause trouble with its Helping Hand and Encore moves, so try to KO it as quickly as you can.



PLUSLE ♂ ELECTRIC	MINUN ♀ ELECTRIC	VOLBEAT ♂ BUG
ABILITY: PLUS ITEM: MAGNET QUICK ATTACK RETURN HIDDEN POWER THUNDER	ABILITY: MINUS ITEM: BRIGHT POWDER THUNDER RETURN HIDDEN POWER RAIN DANCE	ABILITY: SWARM ITEM: LAX INCENSE THUNDER TAIL GLOW BATON PASS LIGHT SCREEN
ILLUMISE ♀ BUG	SOLROCK ROCK-PSYCHIC	LUNATONE ROCK-PSYCHIC
ABILITY: OBLIVIOUS ITEM: SCOPE LENS RAIN DANCE THUNDER HELPING HAND ENCORE	ABILITY: LEVITATE ITEM: CHESTO BERRY ROCK TOMB COSMIC POWER SHADOW BALL REST	ABILITY: LEVITATE ITEM: LEFTOVERS HYPNOSIS CALM MIND PSYCHIC HIDDEN POWER

ORRE COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 2,000 points

LEARN THE ORRE LORE

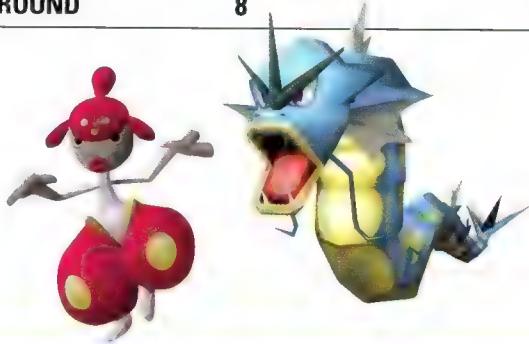
Orre Colosseum is the final Level 50 Single Battle, and naturally, it's also the toughest. The Trainers are adept at using a wide variety of Pokémon that know different types of moves, and they'll go for the jugular if you stumble into a type mismatch. Water-type Pokémon rule the roost in Orre Colosseum—you'll meet 14 of them in the battles; Normal-, Ground- and Flying-types come in second at eight each. Electric-type attacks will destroy the Water-types, while Ice-type attacks can seriously damage the Ground- and Flying-types. Many Trainers will try to KO you ASAP, so concentrate on strong attacks as opposed to status conditions.



Ghols's Seaking is a Water-type, the most common type in Orre Colosseum. Its Horn Drill attack will cut you down if it connects.

NUMBER OF TYPES YOU'LL FACE

NORMAL	8	FLYING	8
FIRE	3	PSYCHIC	6
WATER	14	BUG	2
ELECTRIC	2	ROCK	2
GRASS	5	GHOST	2
ICE	1	DRAGON	2
FIGHTING	2	DARK	4
POISON	2	STEEL	0
GROUND	8		



RECOMMENDED ATTACK/POKéMON TYPES

NORMAL

A Normal-type Pokémon with a wide variety of moves will be welcome. In addition to matching up well against a range of foes, it's a useful defense against the two Ghost-types.

GROUND

Ground-type Pokémon that know Ground-type moves (especially Earthquake) are very helpful. They can deal with the Fire- and Poison-type Pokémon that appear in the later matches.

ELECTRIC

A Pokémon with good Electric-type skills is almost a necessity. With 22 Water-type and Flying-type opponents, you can use the moves in almost every battle.

ICE

Try hard to bring an Ice-type Pokémon that knows Ice-type moves. It will be helpful for eliminating Grass- and Dragon-type foes. Just keep it far away from Fire-type moves!

STEEL

Steel-type attacks won't be a tremendous help, but Steel-type Pokémon tend to have good defensive stats, which can aid in some of the longer battles you'll face.

SPECIFIC MOVE RECOMMENDATIONS



The Ice Beam will lay waste to Grass-, Ground- and Flying-types. As a bonus, it may cause a Freeze condition.



Thunderbolt has a higher Accuracy rating than Thunder. It's the way to go when facing a Water-type opponent.



TRAINER ALERT!

BATTLE 4: LUDUM

All of Ludum's Pokémon know Hidden Power—a Normal-type move that causes varying amounts of damage depending on who is using it. To counter the sometimes devastating effects of Hidden Power, send out a tough Steel-type (for its defensive type) or Normal-type (which often get huge HP) and try to eliminate her team quickly.

BATTLE 1: ERION

ST. PERFORMER ♀

**NOCTOWL ♂**

NORMAL-FLYING

ABILITY: KEEN EYE
ITEM: QUICK CLAWHYPNOSIS
DREAM EATER
SHADOW BALL
SKY ATTACKPSYCHIC
PSYCHIC
GHOST
FLYING**SWELLOW ♀**

NORMAL-FLYING

ABILITY: GUTS
ITEM: FOCUS BANDAERIAL ACE
ENDEAVOR
RETURN
QUICK ATTACKFLYING
NORMAL
NORMAL
NORMAL**FLYGON ♂**

GROUND-DRAGON

ABILITY: LEVITATE
ITEM: SCOPE LENSFLY
DIG
DRAGON CLAW
FIRE BLASTFLYING
GROUND
DRAGON
FIRE**PELIPPER ♀**

WATER-FLYING

ABILITY: KEEN EYE
ITEM: BRIGHT POWDERSURF
SUPersonic
ICE BEAM
TWISTERWATER
NORMAL
ICE
DRAGON**ALTARIA ♀**

DRAGON-FLYING

ABILITY: NATURAL CURE
ITEM: LAX INCENSESUNNY DAY
SOLARBEAM
DRAGON CLAW
FLAMETHROWERFIRE
GRASS
DRAGON
FIRE**XATU ♂**

PSYCHIC-FLYING

ABILITY: SYNCHRONIZE
ITEM: LUM BERRYGIGA DRAIN
PSYCHIC
CONFUSE RAY
FAINT ATTACKGRASS
PSYCHIC
GHOST
DARK**BATTLE 2: GHOLS**

GUY ♂

**WALREIN ♂**

ICE-WATER

ABILITY: THICK FAT
ITEM: LEFTOVERSSHEER COLD
BLIZZARD
SURF
EARTHQUAKEICE
ICE
WATER
GROUND**WHISCASH ♂**

WATER-GROUND

ABILITY: OBLIVIOUS
ITEM: LAX INCENSEFISSURE
EARTHQUAKE
SURF
BLIZZARDGROUND
GROUND
WATER
ICE**CRAWDAUNT ♂**

WATER-DARK

ABILITY: HYPER CUTTER
ITEM: QUICK CLAWGUILLOTINE
BLIZZARD
AERIAL ACE
ANCIENTPOWERNORMAL
ICE
FLYING
ROCK**GLIGAR ♂**

GROUND-FLYING

ABILITY: HYPER CUTTER
ITEM: BRIGHT POWDERGUILLOTINE
EARTHQUAKE
AERIAL ACE
QUICK ATTACKNORMAL
GROUND
FLYING
NORMAL**SMEARGLE ♀**

NORMAL

ABILITY: OWN TEMPO
ITEM: LUM BERRYSHEER COLD
MIND READER
SPORE
MEAN LOOKICE
NORMAL
GRASS
NORMAL**SEAKING ♀**

WATER

ABILITY: SWIFT SWIM
ITEM: FOCUS BANDHORN DRILL
BLIZZARD
FLAIL
HYDRO PUMPNORMAL
ICE
NORMAL
WATER**BATTLE 3: TAOT**

ATHLETE ?

**DUSCLOPS ♂**

GHOST

ABILITY: PRESSURE
ITEM: LEFTOVERSSHADOW BALL
EARTHQUAKE
IMPRISON
FAINT ATTACKGHOST
GROUND
PSYCHIC
DARK**PORYGON2**

NORMAL

ABILITY: TRACE
ITEM: SCOPE LENSTHUNDERBOLT
TRI ATTACK
RECOVER
ICE BEAMELECTRIC
NORMAL
NORMAL
ICE**WIGGLYTUFF ♀**

NORMAL

ABILITY: CUTE CHARM
ITEM: QUICK CLAWSING
SWEET KISS
HYPER VOICE
SHADOW BALLNORMAL
NORMAL
NORMAL
GHOST**MILTANK ♀**

NORMAL

ABILITY: THICK FAT
ITEM: FOCUS BANDMILK DRINK
BODY SLAM
SHADOW BALL
EARTHQUAKENORMAL
NORMAL
GHOST
GROUND**GIRAFARIG ♀**

NORMAL-PSYCHIC

ABILITY: INNER FOCUS
ITEM: CHERI BERRYCRUNCH
STOMP
THUNDERBOLT
AGILITYDARK
NORMAL
ELECTRIC
PSYCHIC**GRANBULL ♂**

NORMAL

ABILITY: INTIMIDATE
ITEM: BRIGHT POWDERFRUSTRATION
HYPER BEAM
EARTHQUAKE
SHADOW BALLNORMAL
NORMAL
GROUND
GHOST

**BATTLE 4: LUDUM**

FUN OLD LADY ♀

PINSIR ♂ABILITY: HYPER CUTTER
ITEM: SCOPE LENSHIDDEN POWER
EARTHQUAKE
REVENGE
FOCUS PUNCH

BUG

NORMAL
GROUND
FIGHTING
FIGHTING**MEDICHAM ♂**ABILITY: PURE POWER
ITEM: LAX INCENSEHIDDEN POWER
HI JUMP KICK
SHADOW BALL
FRUSTRATION

FIGHTING-PSYCHIC

NORMAL
FIGHTING
GHOST
NORMAL**AMPHAROS ♀**ABILITY: STATIC
ITEM: QUICK CLAWHIDDEN POWER
THUNDERBOLT
THUNDER WAVE

ELECTRIC

NORMAL
ELECTRIC
ELECTRIC
PSYCHIC**GYARADOS ♂**ABILITY: INTIMIDATE
ITEM: PERSIM BERRYHIDDEN POWER
EARTHQUAKE
DRAGON DANCE
ROAR

WATER-FLYING

NORMAL
GROUND
DRAGON
NORMAL**ESPEON ♀**ABILITY: SYNCHRONIZE
ITEM: BRIGHT POWDERHIDDEN POWER
PSYCHIC
BITE
REFLECT

PSYCHIC

NORMAL
PSYCHIC
DARK
PSYCHIC**MIGHTYENA ♀**ABILITY: INTIMIDATE
ITEM: LUM BERRYHIDDEN POWER
SCARY FACE
BITE
POISON FANG

DARK

NORMAL
NORMAL
DARK
POISON**BATTLE 5: SLABEN**

CHASER ♂

WEEZING ♂ABILITY: LEVITATE
ITEM: SILK SCARFEXPLOSION
SLUDGE BOMB
DESTINY BOND
SHADOW BALL

POISON

NORMAL
POISON
GHOST
GHOST**MUK ♂**ABILITY: STICKY HOLD
ITEM: QUICK CLAWEXPLOSION
SLUDGE BOMB
SHADOW PUNCH
DISABLE

POISON

NORMAL
POISON
GHOST
NORMAL**CLAYDOL**ABILITY: LEVITATE
ITEM: BRIGHT POWDEREXPLOSION
EARTHQUAKE
LIGHT SCREEN
PSYCHIC

GROUND-PSYCHIC

NORMAL
GROUND
PSYCHIC
PSYCHIC**GOLEM ♂**ABILITY: STURDY
ITEM: LAX INCENSEEXPLOSION
EARTHQUAKE
ROCK SLIDE
FLAMETHROWER

ROCK-GROUND

NORMAL
GROUND
ROCK
FIRE**SHIFTRY ♂**ABILITY: EARLY BIRD
ITEM: LUM BERRYEXPLOSION
SHADOW BALL
NATURE POWER
AERIAL ACE

GRASS-DARK

NORMAL
GHOST
NORMAL
FLYING**LUDICOLO ♂**ABILITY: RAIN DISH
ITEM: LEFTOVERSLEECH SEED
RAIN DANCE
TOXIC
DOUBLE TEAM

WATER-GRASS

GRASS
WATER
POISON
NORMAL**BATTLE 6: GOSNEY**

COOLTRAINER ♀

HUNTAIL ♂ABILITY: SWIFT SWIM
ITEM: PERSIM BERRYRAIN DANCE
SURF
ICE BEAM
CONFUSE RAY

WATER

WATER
WATER
ICE
GHOST**GOREBYSS ♀**ABILITY: SWIFT SWIM
ITEM: LUM BERRYRAIN DANCE
SURF
IRON DEFENSE
BATON PASS

WATER

WATER
WATER
STEEL
NORMAL**VOLBEAT ♂**ABILITY: SWARM
ITEM: FOCUS BANDSIGNAL BEAM
WATER PULSE
TAIL GLOW
BATON PASS

BUG

BUG
WATER
BUG
NORMAL**MANECTRIC ♂**ABILITY: STATIC
ITEM: SCOPE LENSRAIN DANCE
THUNDER
BITE
THUNDER WAVE

ELECTRIC

WATER
ELECTRIC
DARK
ELECTRIC**QUAGSIRE ♂**ABILITY: DAMP
ITEM: QUICK CLAWEARTHQUAKE
SURF
ICE BEAM
ANCIENTPOWER

WATER-GROUND

GROUND
WATER
ICE
ROCK**MANTINE ♀**ABILITY: SWIFT SWIM
ITEM: LEFTOVERSRAIN DANCE
TOXIC
CONFUSE RAY
TWISTER

WATER-FLYING

WATER
POISON
GHOST
DRAGON

SEMIFINAL: MORFON

COOLTRAINER ♂



Morfon's team features a good blend of types. He will often command his Pokémon to use Sunny Day followed by Grass- and Fire-type attacks, but you can nullify that strategy by responding with Rain Dance. Ice-type attacks work quite well against Bellosom, Donphan and Ninetales. Use Ground-type attacks (and Pokémons, if possible) against Solrock, and Electric-type attacks for Octillery. Sableye is the wild card of the bunch. If you can afford it, bring one Normal-type Pokémon that knows a variety of move types in case the Dark-and-Ghost-type appears. If not, it can help with the others.



BELLOSSOM ♀



ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE

SUNNY DAY
SOLARBEAM
SLEEP POWDER
SYNTHESIS

GRASS

OCTILLERY ♂



ABILITY: SUCTION CUPS
ITEM: LUM BERRY

FLAMETHROWER
ICE BEAM
PSYCHIC
THUNDER WAVE

WATER

FIRE
ICE
PSYCHIC
ELECTRIC

NINETALES ♀



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
SUNNY DAY
CONFUSE RAY
FAINT ATTACK

FIRE

FIRE
FIRE
GHOST
DARK

DONPHAN ♂



ABILITY: STURDY
ITEM: QUICK CLAW

EARTHQUAKE
SUNNY DAY
ANCIENTPOWER
BODY SLAM

GROUND

GROUND
FIRE
ROCK
NORMAL

SOLROCK



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

EXPLOSION
OVERHEAT
ROCK SLIDE
SUNNY DAY

ROCK-PSYCHIC

NORMAL
FIRE
ROCK
FIRE

SABLEYE ♂



ABILITY: KEEN EYE
ITEM: LEFTOVERS

Faint Attack
Confuse Ray
Shadow Ball
Moonlight

DARK-GHOST

DARK
GHOST
GHOST
NORMAL

FINAL: AVOS

SUPERTRAINER ♀



The final battle pits you against evolved Pokémons with frighteningly powerful moves. Bring a Pokémon with strong Ice-type moves (Ice Beam and Blizzard are both good) to take on Sceptile and Meganium, and a Pokémon that knows Ground-type attacks (the old standby Earthquake is perfect) for Blaziken and Typhlosion. Electric-type attacks won't hurt Swampert, so focus on either a Pokémon with strong Grass-type moves or a Normal-type Pokémon with high Special Defense and lots of HP. It can then deal with both Swampert and Feraligatr, too. Many of the opposing Pokémons know Earthquake, so a couple of Flying-type Pokémons would serve your team well, if deployed correctly.

SCEPTILE ♂



ABILITY: OVERGROW
ITEM: LUM BERRY

EARTHQUAKE
BRICK BREAK
AERIAL ACE
CRUSH CLAW

GRASS

GROUND
FIGHTING
FLYING
NORMAL

BLAZIKEN ♀



ABILITY: BLAZE
ITEM: BRIGHT POWDER

BLAZE KICK
SKY UPPERCUT
EARTHQUAKE
ROCK SLIDE

FIRE-FIGHTING

FIRE
FIGHTING
GROUND
ROCK

SWAMPERT ♀



ABILITY: TORRENT
ITEM: LEFTOVERS

MUD SHOT
MUDGY WATER
BRICK BREAK
ICE BEAM

WATER-GROUND

GROUND
WATER
FIGHTING
ICE

MEGANIUM ♀



ABILITY: OVERGROW
ITEM: QUICK CLAW

GIGA DRAIN
EARTHQUAKE
LEECH SEED
ANCIENTPOWER

GRASS

GROUND
GRASS
ROCK

TYPHLOSION ♀



ABILITY: BLAZE
ITEM: FOCUS BAND

FLAMETHROWER
EARTHQUAKE
REVERSAL
CRUSH CLAW

FIRE

GROUND
FIGHTING

FERALIGATR ♂



ABILITY: TORRENT
ITEM: SCOPE LENS

SURF
ICE BEAM
DRAGON CLAW
CRUNCH

WATER

WATER
ICE
DRAGON
DARK

ORRE COLOSSEUM

LEVEL 50: DOUBLE BATTLE

POKé COUPON: 2,000 points

WIN ORRE ELSE

The final Level-50 Double Battle is by far the hardest you've yet encountered. You'll need a strong team and the ability to plan two or three moves ahead to clear out the passel of Trainers standing in your way. Water-, Psychic- and Flying-types are the most prevalent, but you'll also find a vast number of dual-type Pokémon. (The Trainers don't use Ice-type Pokémon and use a few Ice-type moves, so Dragon-types will have a slight advantage.) Most of your foes are combo-happy—disrupting their moves is the name of the game. Moves that afflict your opponents with status conditions will help, as will Pokémon with high Speed.



You'll be facing a combo conundrum in Orre Colosseum. Exploit type-mismatches to eliminate one half of the combo while it's still a twinkle in the Trainer's eye.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FLYING	9
FIRE	2	PSYCHIC	7
WATER	9	BUG	2
ELECTRIC	4	ROCK	2
GRASS	6	GHOST	4
ICE	0	DRAGON	2
FIGHTING	4	DARK	6
POISON	3	STEEL	3
GROUND	5		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

Many Ground-type moves affect everyone on the battlefield. Make sure your partner is a Flying-type or has the Levitate ability so it isn't caught in the fray at an inopportune time.

FLYING

Flying-type Pokémon usually have high Speed, which you'll need to disrupt combo attacks. Arm Flying-types with Flying-type moves so they can battle Fighting-, Normal- and Dark-type Pokémon.

PSYCHIC

Psychic-type Pokémon have an advantage against Psychic-type attacks, of which you'll see a lot. If you know Psychic-type attacks that cause status conditions, use them to disrupt combos.

DARK

The opposing Trainers have a lot of Psychic-type Pokémon, so use Dark-type skills to cut them down to size. Crunch is a good move to have, as it can reduce your opponent's Special Defense.

DRAGON

Dragon-types are vulnerable to Ice-type moves, and since there aren't any Ice-type Pokémon in Orre Colosseum, they have an advantage. Watch for other types with Ice-type attacks, however.

SPECIFIC MOVE RECOMMENDATIONS



Crunch is a strong Dark-type move that will occasionally lower your foe's Special Defense.



Sometimes you'll want to inflict massive damage—and the Grass-type move Solarbeam is just the tool for the job.



TRAINER ALERT!

BATTLE 3: VENEZ

Venez will make one Pokémon use Toxic on the other, then have the poisoned Pokémon use Facade. You must interrupt the combo before it can be formed—easier said than done. Your best bet is to inflict a status condition on one Pokémon, then wale on the other with high-power moves. Keep a very close eye on the Crobat-Swallow and Sceptile-Ursaring combos.

BATTLE I: MESSA

RESEARCHER ♂



GOLBAT ♂

Poison-Flying



ABILITY: INNER FOCUS
ITEM: LUM BERRY

CONFUSE RAY
ATTRACT
POISON FANG
PURSUIT

GHOST
NORMAL
POISON
DARK

LANTURN ♀



Ability: VOLT ABSORB
ITEM: KING'S ROCK

CONFUSE RAY
ATTRACT
THUNDER WAVE
WATERFALL

GHOST
NORMAL
ELECTRIC
WATER

TENTACRUEL ♂



ABILITY: LIQUID Ooze
ITEM: SCOPE LENS

CONFUSE RAY
ATTRACT
SLUDGE BOMB
WATERFALL

Water-Poison

SABLEYE ♀

Dark-Ghost



ABILITY: KEEN EYE
ITEM: LEFTOVERS

CONFUSE RAY
ATTRACT
SHADOW BALL
PSYCH UP

GHOST
NORMAL
GHOST
PSYCHIC

SHARPEDO ♂



Ability: ROUGH SKIN
ITEM: QUICK CLAW

SWAGGER
ATTRACT
SCREECH
SKULL BASH

Water-Dark

NORMAL
NORMAL
NORMAL
NORMAL

DELCATTY ♀



Ability: CUTE CHARM
ITEM: PERSIM BERRY

TAIL WHIP
THUNDER
FAINT ATTACK
FAKE TEARS

Normal

NORMAL
ELECTRIC
DARK
DARK

BATTLE 2: OTSBO

FUN OLD LADY ?



WOBBUFFET ♀

Psychic



Ability: SHADOW TAG
ITEM: FOCUS BAND

COUNTER
MIRROR COAT
ENCORE
SAFEGUARD

Fighting
Psychic
Normal
Normal

SHEDINJA ♀



Ability: WONDER GUARD
ITEM: LUM BERRY

SWORDS DANCE
AERIAL ACE
SHADOW BALL
CONFUSE RAY

Bug-Ghost

Normal
Flying
Ghost
Ghost

ELECTRODE



Ability: SOUNDPROOF
ITEM: SCOPE LENS

THUNDERBOLT
CHARGE
LIGHT SCREEN
TOXIC

Electric

Electric
Electric
Psychic
Poison

GARDEVOIR ♀

Psychic



Ability: SYNCHRONIZE
ITEM: BRIGHT POWDER

MEAN LOOK
PSYCHIC
HYPNOSIS
DREAM EATER

Normal
Psychic
Psychic
Psychic

MISDREAVUS ♂



Ability: LEVITATE
ITEM: LEFTOVERS

MEAN LOOK
PERISH SONG
SHADOW BALL
THUNDERBOLT

Ghost

Normal
Normal
Ghost
Electric

EXPLOUD ♂



Ability: SOUNDPROOF
ITEM: QUICK CLAW

HYPER VOICE
SCREECH
SHADOW BALL
HOWL

Normal

Normal
Normal
Ghost
Normal

BATTLE 3: VENEZ

BANDANA GUY ♂



CROBAT ♂

Poison-Flying



Ability: INNER FOCUS
ITEM: LUM BERRY

TOXIC
HIDDEN POWER
CONFUSE RAY
BITE

Poison
Normal
Ghost
Dark

SWELLOW ♂



Ability: GUTS
ITEM: KING'S ROCK

AERIAL ACE
FAÇADE
QUICK ATTACK
TOXIC

Normal-Flying

Flying
Normal
Normal
Poison

NINETALES ♀



Ability: FLASH FIRE
ITEM: CHARCOAL

FLAMETHROWER
CONFUSE RAY
FAINT ATTACK
PROTECT

Fire

Fire
Ghost
Dark
Normal

MILOTIC ♀

Water



Ability: MARVEL SCALE
ITEM: LEFTOVERS

WATERFALL
ICE BEAM
RECOVER
REFRESH

Water
Ice
Normal
Normal

SCEPTILE ♂



Ability: OVERGROW
ITEM: BRIGHT POWDER

TOXIC
HIDDEN POWER
LEAF BLADE
CRUNCH

Grass

Poison
Normal
Grass
Dark

URSARING ♀



Ability: GUTS
ITEM: CHESTO BERRY

FACADE
AERIAL ACE
BRICK BREAK
REST

Normal

Normal
Flying
Fighting
Psychic



BATTLE 4: ZICKO

BODYBUILDER ♂

MEDICHAM ♂

FIGHTING-PSYCHIC



ABILITY: PURE POWER
ITEM: FOCUS BAND

FAKE OUT
SHADOW BALL
BRICK BREAK
RECOVER

NORMAL
GHOST
FIGHTING
NORMAL

DUSCLOPS ♀

GHOST



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

SKILL SWAP
SHADOW PUNCH
EARTHQUAKE
CONFUSE RAY

PSYCHIC
GHOST
GROUND
GHOST

AZUMARILL ♀

WATER



ABILITY: HUGE POWER
ITEM: LAX INCENSE

ENCORE
TAIL WHIP
RAIN DANCE
HYDRO PUMP

NORMAL
NORMAL
WATER
WATER

CLAYDOL

GROUND-PSYCHIC



ABILITY: LEVITATE
ITEM: LEFTOVERS

SKILL SWAP
EARTHQUAKE
SHADOW BALL
ROCK TOMB

PSYCHIC
GROUND
GHOST
ROCK

MACHAMP ♂

FIGHTING



ABILITY: GUTS
ITEM: QUICK CLAW

CROSS CHOP
EARTHQUAKE
ROCK SLIDE
PROTECT

FIGHTING
GROUND
ROCK
NORMAL

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

GROUND
NORMAL
FIGHTING

BATTLE 5: MACIK

ST. PERFORMER ♀

MAWILE ♂

STEEL



ABILITY: INTIMIDATE
ITEM: FOCUS BAND

SANDSTORM
SWORDS DANCE
BATON PASS
TOXIC

ROCK
NORMAL
NORMAL
POISON

SANDSLASH ♀

GROUND



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

EARTHQUAKE
SWORDS DANCE
SLASH
AERIAL ACE

GROUND
NORMAL
NORMAL
FLYING

CACTURNE ♂

GRASS-DARK



ABILITY: SAND VEIL
ITEM: LAX INCENSE

FAINT ATTACK
NEEDLE ARM
FOCUS PUNCH
DOUBLE TEAM

DARK
GRASS
FIGHTING
NORMAL

GLIGAR ♀

GROUND-FLYING



ABILITY: SAND VEIL
ITEM: QUICK CLAW

EARTHQUAKE
GUILLOTINE
SLASH
SANDSTORM

GROUND
NORMAL
NORMAL
ROCK

SKARMORY ♂

STEEL-FLYING



ABILITY: KEEN EYE
ITEM: LUM BERRY

SANDSTORM
DRILL PECK
STEEL WING
LEER

ROCK
FLYING
STEEL
NORMAL

STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

PSYCHIC
THUNDERBOLT
RETURN
ICE BEAM

PSYCHIC
ELECTRIC
NORMAL
ICE

BATTLE 6: LEVENS

COOLTRAINER ♀

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: SHELL BELL

DRAGON DANCE
RETURN
EARTHQUAKE
WATERFALL

DRAGON
NORMAL
GROUND
WATER

RHYDON ♀

GROUND-ROCK



ABILITY: LIGHTNINGROD
ITEM: BRIGHT POWDER

PROTECT
EARTHQUAKE
ROCK BLAST
MEGAHORN

NORMAL
GROUND
ROCK
BUG

ALTARIA ♀

DRAGON-FLYING



ABILITY: NATURAL CURE
ITEM: LEFTOVERS

DRAGON DANCE
DRAGONBREATH
EARTHQUAKE
AERIAL ACE

DRAGON
DRAGON
GROUND
FLYING

MANECTRIC ♂

ELECTRIC



ABILITY: LIGHTNINGROD
ITEM: LAX INCENSE

PROTECT
THUNDER
THUNDER WAVE
RAIN DANCE

NORMAL
ELECTRIC
ELECTRIC
WATER

GOREBYSS ♀

WATER



ABILITY: SWIFT SWIM
ITEM: LUM BERRY

HYDRO PUMP
CONFUSE RAY
PSYCHIC
PROTECT

WATER
GHOST
PSYCHIC
NORMAL

RELICANTH ♂

WATER-ROCK



ABILITY: SWIFT SWIM
ITEM: QUICK CLAW

PROTECT
DOUBLE-EDGE
EARTHQUAKE
ROCK TOMB

NORMAL
NORMAL
GROUND
ROCK

SEMIFINAL: FARFIN

COOLTRAINER ♂



Cooltrainer Farfin wields a team that is built around the weather. Your first priority is to make sure his Jumpluff and Tropius can't use Sunny Day—if they do, your team will be decimated with Solarbeam. Ice-type moves will eliminate both of them in short order, but Fire-, Electric-, Poison-, Bug- and Rock-type moves are also good. Use the same moves to take out Shiftry, and try Water-type moves on Houndoom. Ground- and Fighting-type moves will take down Ampharos and Castform, respectively. If the team manages to cast Sunny Day, respond with a weather-creating move of your own, such as Rain Dance or Sandstorm.

JUMPLUFF ♀	GRASS-FLYING	HOUNDOOM ♂	DARK-FIRE	CASTFORM ♀	NORMAL
ABILITY: CHLOROPHYLL ITEM: LEFTOVERS		ABILITY: FLASH FIRE ITEM: WHITE HERB		ABILITY: FORECAST ITEM: BRIGHT POWDER	
SUNNY DAY SOLARBEAM HIDDEN POWER LEECH SEED	FIRE GRASS NORMAL GRASS	OVERTHEAT SOLARBEAM CRUNCH SLUDGE BOMB	GRASS DARK POISON	WEATHER BALL THUNDER SOLARBEAM FLAMETHROWER	ELECTRIC GRASS FIRE
TROPIUS ♂	GRASS-FLYING	SHIFTRY ♂	GRASS-DARK	AMPHAROS ♀	ELECTRIC
ABILITY: CHLOROPHYLL ITEM: QUICK CLAW		ABILITY: CHLOROPHYLL ITEM: SCOPE LENS		ABILITY: STATIC ITEM: LUM BERRY	
SUNNY DAY SOLARBEAM SWEET SCENT BODY SLAM	FIRE GRASS NORMAL NORMAL	SOLARBEAM FAINT ATTACK SHADOW BALL FAKE OUT	GRASS DARK GHOST NORMAL	THUNDERBOLT THUNDER WAVE LIGHT SCREEN BRICK BREAK	ELECTRIC ELECTRIC PSYCHIC FIGHTING



FINAL TARDEL

SUPERTRAINER ♂



Tardel likes to lead with Alakazam and Breloom, so counter with strong Dark- and Flying-types, respectively. (Alakazam doesn't have great Defense, so any strong physical attack will knock it for a loop.) Use Fire- or Ground-type attacks on Metagross, and Ice-type attacks on Flygon—who is doubly vulnerable to Ice-type damage. If Miltank comes into the arena, a strong Fighting-type move is your best bet—although the Normal-type Pokémon has a lot of HP. Your main concern is Umbreon, who is hard to damage and knows Protect and Helping Hand. The Dark-type Pokémon will play a mostly defensive game, so concentrate on its partner Pokémon and whittle it down when you can.

ALAKAZAM ♂	PSYCHIC	BRELOOM ♂	GRASS-FIGHTING	METAGROSS	STEEL-PSYCHIC
ABILITY: INNER FOCUS ITEM: BRIGHT POWDER		ABILITY: EFFECT SPORE ITEM: FOCUS BAND		ABILITY: CLEAR BODY ITEM: QUICK CLAW	
PSYCHIC THUNDERPUNCH FIRE PUNCH ICE PUNCH	PSYCHIC ELECTRIC FIRE ICE	SPORE HELPING HAND BRICK BREAK SLUDGE BOMB	GRASS NORMAL FIGHTING POISON	PSYCHIC METEOR MASH AERIAL ACE SHADOW BALL	PSYCHIC STEEL FLYING GHOST
FLYGON ♂	GROUND-DRAGON	UMBREON ♀	DARK	MILTANK ♀	NORMAL
ABILITY: LEVITATE ITEM: SHELL BELL		ABILITY: SYNCHRONIZE ITEM: LEFTOVERS		ABILITY: THICK FAT ITEM: LUM BERRY	
DRAGONBREATH RETURN CRUNCH ROCK TOMB	DRAGON NORMAL DARK ROCK	PROTECT HELPING HAND TOXIC CONFUSE RAY	NORMAL NORMAL POISON GHOST	SHADOW BALL BODY SLAM BRICK BREAK HELPING HAND	GHOST NORMAL FIGHTING NORMAL

TOWER COLOSSEUM

LEVEL 100: SINGLE BATTLE POKé COUPON: 3,000 points

TOWER OF POWER

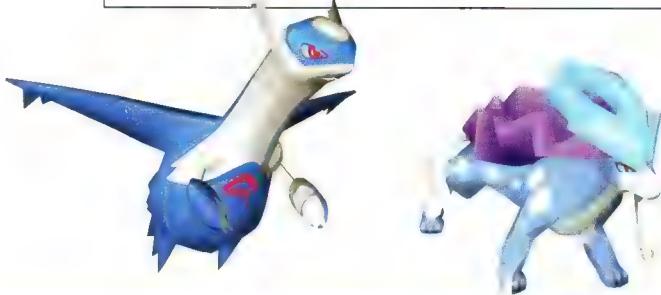
Every Pokémon you face in the Tower Colosseum is at level 100, and you'll want to be as close to that mark as possible. Grass-type moves will be invaluable in the fight, as will strong Electric-type attacks. As usual, a mighty Ground-type that knows Earthquake will be handy in a wide variety of circumstances. Some of the opposing Trainers try to overwhelm you with sheer power, but others are much craftier and rely on status-altering moves and defensive gems like Mirror Coat and Counter. You'll want a team with a couple of heavy hitters, a status-altering specialist or two and a couple of Pokémon with a wide variety of move types.



If you make a mistake, the opposing Trainers are likely to jump all over it. Be wary of Pokémon that know attacks of their own type—they get a huge damage multiplier each time they use the move.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FLYING	6
FIRE	3	PSYCHIC	6
WATER	11	BUG	5
ELECTRIC	5	ROCK	2
GRASS	7	GHOST	1
ICE	2	DRAGON	7
FIGHTING	6	DARK	3
POISON	2	STEEL	2
GROUND	5		



RECOMMENDED ATTACK/POKÉMON TYPES

NORMAL

A level-100 Normal-type Pokémon will be a boon to your party, especially if it knows a Grass- or Ice-type move or two. If it has an especially high HP, give it Leftovers or a Focus Band to hold.

GROUND

The combination of a Ground-type Pokémon and the Earthquake move is one of the best in all of Pokémon Colosseum. If you stay away from Ice-, Grass- and Water-attacks, you'll be home free.

DRAGON

The opposing Trainers have a lot of Dragon-type Pokémon. Don't take them on with a Dragon-type of your own—instead, use a Pokémon of a different type that knows Dragon-type attacks.

FIRE

The large number of Grass-type Pokémon that you'll face makes Fire-type moves a real plus. There are also two tricky Steel-type Pokémon that you can blast with a Fire-type move.

STEEL

Use a Steel-type Pokémon when you want to prolong a battle or wear down an opponent. Naturally high Defense and HP make most Steel-types tough nuts to crack.

SPECIFIC MOVE RECOMMENDATIONS



Hyper Beam is a seriously strong Normal-type move. You'll have to wait a turn to recharge if you use it.



Aerial Ace is a Flying-type move that works against Grass-, Fighting- and Bug-types.



TRAINER ALERT!

BATTLE 5: LAGIN

Lagin has rare, powerful Pokémen that will work your team. A defensive strategy built around moves like Mirror Coat and Counter is one way to go. You can also try to dispel Latios and Suicune's Calm Mind move with moves like Haze. Shedinja is vulnerable only to Fire-, Rock-, Flying-, Ghost- and Dark-moves, so make sure that one of your team members can strike.



BATTLE 1: LAGRON

TEACHER ♀

LANTURN ♀

WATER-ELECTRIC



ABILITY: VOLT ABSORB
ITEM: LAX INCENSE

ICE BEAM
THUNDERBOLT
THUNDER WAVE
CONFUSE RAY

ICE
ELECTRIC
ELECTRIC
GHOST

NINETALES ♀

FIRE



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
CONFUSE RAY
WILL-O-WISP
ROAR

FIRE
GHOST
FIRE
NORMAL

MEGANIUM ♀

GRASS



ABILITY: OVERGROW
ITEM: LEPPA BERRY

BODY SLAM
SYNTHESIS
LIGHT SCREEN
LEECH SEED

NORMAL
GRASS
PSYCHIC
GRASS

UMBREON ♀

DARK



ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

CONFUSE RAY
SCREECH
MEAN LOOK
DOUBLE TEAM

GHOST
NORMAL
NORMAL
NORMAL

MILOTIC ♀

WATER



ABILITY: MARVEL SCALE
ITEM: QUICK CLAW

RECOVER
TOXIC
WRAP
CONFUSE RAY

NORMAL
POISON
NORMAL
GHOST

JUMPLUFF ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: BRIGHT POWDER

LEECH SEED
SLEEP POWDER
SYNTHESIS
REFLECT

GRASS
GRASS
GRASS
PSYCHIC

BATTLE 2: KALER

BANDANNA GUY ♂

STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE
ITEM: PETAYA BERRY

SURF
ICE BEAM
THUNDERBOLT
RECOVER

WATER
ICE
ELECTRIC
NORMAL

BRELOOM ♂

GRASS-FIGHTING



ABILITY: EFFECT SPORE
ITEM: QUICK CLAW

SPORE
SWAGGER
BRICK BREAK
SLUDGE BOMB

GRASS
NORMAL
FIGHTING
POISON

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

ELECTRODE

ELECTRIC



ABILITY: STATIC
ITEM: LUM BERRY

EXPLOSION
LIGHT SCREEN
THUNDERBOLT
MIRROR COAT

NORMAL
PSYCHIC
ELECTRIC
PSYCHIC

FLYGON ♀

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

EARTHQUAKE
DRAGONBREATH
HYPER BEAM
FLAMETHROWER

GROUND
DRAGON
NORMAL
FIRE

MACHAMP ♂

FIGHTING



ABILITY: GUTS
ITEM: SCOPE LENS

ENCORE
CROSS CHOP
EARTHQUAKE
ROCK TOMB

NORMAL
FIGHTING
GROUND
ROCK

BATTLE 3: VANHUB

COOLTRAINER ♂

ALAKAZAM ♀

PSYCHIC



ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

PSYCHIC
ENCORE
PROTECT
HIDDEN POWER

PSYCHIC
NORMAL
NORMAL
NORMAL

RHYDON ♂

GROUND-ROCK



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EARTHQUAKE
ROCK BLAST
MEGAHORN
CRUSH CLAW

GROUND
ROCK
BUG
NORMAL

LUDICOLO ♀

WATER-GRASS



ABILITY: SWIFT SWIM
ITEM: FOCUS BAND

HYDRO PUMP
GIGA DRAIN
ICE BEAM
TOXIC

WATER
GRASS
ICE
POISON

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: KING'S ROCK

EARTHQUAKE
HYDRO PUMP
DRAGON DANCE
HIDDEN POWER

GROUND
WATER
DRAGON
NORMAL

REGICE

ICE



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

ICE BEAM
THUNDER
RAIN DANCE
EXPLOSION

ICE
ELECTRIC
WATER
NORMAL

SCEPTILE ♂

GRASS



ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
CRUNCH
DRAGON CLAW
QUICK ATTACK

GRASS
DARK
DRAGON
NORMAL

Keep Dragon-types out of this battle. A Steel-type with high Special Defense will help against Alakazam. Use quick Flying-types with Flying-type attacks to eliminate Ludicolo and Sceptile. Rock-type moves are the way to go with Gyarados and Regice—watch for the latter's Explosion.

**BATTLE 4: PORTA**

RIDER ♀

NINJASK ♂

BUG-FLYING

ABILITY: SPEED BOOST
ITEM: BRIGHT POWDERSWORDS DANCE
SILVER WIND
PROTECT
BATON PASS**GOREBYSS ♂**

WATER

ABILITY: SWIFT SWIM
ITEM: CHESTO BERRYAMNESIA
IRON DEFENSE
BATON PASS
REST**TYRANITAR ♂**

ROCK-DARK

ABILITY: SAND STREAM
ITEM: LEFTOVERSEARTHQUAKE
AERIAL ACE
CRUNCH
ANCIENTPOWER**HERACROSS ♂**

BUG-FIGHTING

ABILITY: SWARM
ITEM: FOCUS BANDBRICK BREAK
EARTHQUAKE
MEGAHORN
REVERSAL**DODRIO ♂**

NORMAL-FLYING

ABILITY: EARLY BIRD
ITEM: SCOPE LENSTRI ATTACK
RETURN
HIDDEN POWER
DRILL PECK**TYPHLOSION ♂**

FIRE

ABILITY: BLAZE
ITEM: KING'S ROCKFLAMETHROWER
EARTHQUAKE
BRICK BREAK
AERIAL ACE**BATTLE 5: LAGIN**
SUPERTRAINER ♂**LATIOS ♂**

DRAGON-PSYCHIC

ABILITY: LEVITATE
ITEM: BRIGHT POWDERLUSTER PURGE
DRAGON CLAW
THUNDERBOLT
CALM MIND**METAGROSS**

STEEL-PSYCHIC

ABILITY: CLEAR BODY
ITEM: LEFTOVERSMETEOR MASH
SHADOW BALL
EARTHQUAKE
BRICK BREAK**SALAMENCE ♂**

DRAGON-FLYING

ABILITY: INTIMIDATE
ITEM: SCOPE LENSHYDRO PUMP
FIRE BLAST
DRAGON CLAW
CRUNCH**SHEDINJA**

BUG-GHOST

ABILITY: WONDER GUARD
ITEM: LUM BERRYSWORDS DANCE
SHADOW BALL
CONFUSE RAY
SILVER WIND**SUICUNE**

WATER

ABILITY: PRESSURE
ITEM: CHESTO BERRYICE BEAM
SURF
CALM MIND
REST**WOBBUFFET ♂**

PSYCHIC

ABILITY: SHADOW TAG
ITEM: QUICK CLAWENCORE
COUNTER
MIRROR COAT
DESTINY BOND**BATTLE 6: GARVON**
SUPERTRAINER ♀**RAYQUAZA**

DRAGON-FLYING

ABILITY: AIR LOCK
ITEM: LEFTOVERSDRAGON DANCE
EXTREMESPEED
EARTHQUAKE
AERIAL ACE**LATIAS ♀**

DRAGON-PSYCHIC

ABILITY: LEVITATE
ITEM: LAX INCENSEMIST BALL
DRAGON CLAW
CALM MIND
SURF**SLAKING ♂**

NORMAL

ABILITY: TRUANT
ITEM: CHOICE BANDHYPER BEAM
SHADOW BALL
EARTHQUAKE**RAIKOU**

ELECTRIC

ABILITY: PRESSURE
ITEM: BRIGHT POWDERTHUNDERBOLT
CRUNCH
HIDDEN POWER
QUICK ATTACK**CROBAT ♂**

POISON-FLYING

ABILITY: INNER FOCUS
ITEM: SCOPE LENSSHADOW BALL
CONFUSE RAY
SLUDGE BOMB
AERIAL ACE**MILTANK ♀**

NORMAL

ABILITY: THICK FAT
ITEM: SALAC BERRYENDURE
REVERSAL
EARTHQUAKE
BODY SLAM



SEMIFINAL: GUYIT

RICH BOY ♂

Electric-, Grass- and Ground-type skills rule the day against Guyit. A Ground-type Pokémon with a strong Ground-type attack can deal with Raichu and Ampharos easily. Poor Swampert is doubly vulnerable to Grass-type attacks, so hit it with a powerful one like Solarbeam to KO it in a single turn. Because Scizor is a Bug-and-Steel-type, it is doubly vulnerable to Fire-type attacks—so make sure you can strike with a strong one. Finally, both Kingdra and Kyogre will fall to strong Electric-type attacks. Kyogre's Drizzle ability will cause rain to fall, which is the perfect chance to use the Thunder move if you have it.



KYOGRE	WATER	SCIZOR ♂	BUG-STEEL	KINGDRA ♀	WATER-DRAGON
Ability: DRIZZLE Item: CHERI BERRY		Ability: SWARM Item: LEFTOVERS		Ability: SWIFT SWIM Item: CHESTO BERRY	
SURF ICE BEAM THUNDER DOUBLE-EDGE	WATER ICE ELECTRIC NORMAL	AGILITY SWORDS DANCE SILVER WIND FRUSTRATION	PSYCHIC NORMAL BUG NORMAL	HYDRO PUMP DRAGONBREATH ICE BEAM REST	WATER DRAGON ICE PSYCHIC
SWAMPERT ♂	WATER-GROUND	RAICHU ♂	ELECTRIC	AMPHAROS ♀	ELECTRIC
Ability: TORRENT Item: LUM BERRY		Ability: STATIC Item: FOCUS BAND		Ability: STATIC Item: MAGNET	
SURF EARTHQUAKE ICE BEAM BRICK BREAK	WATER GROUND ICE FIGHTING	THUNDER THUNDER WAVE REVERSAL ATTRACT	ELECTRIC ELECTRIC FIGHTING NORMAL	THUNDER THUNDER WAVE HIDDEN POWER ATTRACT	ELECTRIC ELECTRIC NORMAL NORMAL



FINAL: HUFNAK

SUPERTRAINER ♂



If you have a Pokémon that knows Solarbeam, use it against Groudon—otherwise, take down the big Ground-type with Ice- or Water-type moves. Blaziken is also vulnerable to Water-type moves, although its Endure move may be easier to overcome if you inflict a status condition such as Poison. Ice- and Fire-type attacks will be effective against Vileplume and Shiftry, while Ice-type attacks will do double damage to Flygon. Walrein requires a bit of planning, as its Sheer Cold move can KO you in one hit. Try to blast it with a Rock- or Fighting-type move, or inflict a status condition like Sleep or Poison—Toxic is a great move if you have it. If the sun is out when Shiftry or Vileplume appears, change the weather before it uses Solarbeam.

GROUDON	GROUND	VILEPLUME ♀	GRASS-POISON	SHIFTRY ♂	GRASS-DARK
Ability: DROUGHT Item: CHESTO BERRY		Ability: CHLOROPHYLL Item: BRIGHT POWDER		Ability: CHLOROPHYLL Item: LAX INCENSE	
EARTHQUAKE FRUSTRATION FIRE BLAST REST	GROUND NORMAL FIRE PSYCHIC	HIDDEN POWER SOLARBEAM SLEEP POWDER SYNTHESIS	NORMAL GRASS GRASS GRASS	SHADOW BALL EXPLOSION SOLARBEAM QUICK ATTACK	GHOST NORMAL GRASS NORMAL
BLAZIKEN ♂	FIRE-FIGHTING	FLYGON ♀	GROUND-DRAGON	WALREIN ♂	ICE-WATER
Ability: BLAZE Item: SALAC BERRY		Ability: LEVITATE Item: SCOPE LENS		Ability: THICK FAT Item: LEFTOVERS	
EARTHQUAKE OVERHEAT ENDURE REVERSAL	GROUND FIRE NORMAL FIGHTING	FIRE BLAST DRAGON CLAW CRUNCH SOLARBEAM	FIRE DRAGON DARK GRASS	ICE BEAM HIDDEN POWER SHEER COLD REST	ICE NORMAL ICE PSYCHIC



TOWER COLOSSEUM

LEVEL 100: DOUBLE BATTLE POKÉ COUPON: 3,000 points

TOWER OVER THE COMPETITION

We won't lie to you—you're about to enter a world of pain. The Trainers in this colosseum are a diabolical lot, and they've rigged their teams to seize on any advantage that you might present them. You'll often have to choose between using a very powerful move that affects only one Pokémon, and using a weaker attack that damages both combatants. Always be on the lookout for ways to disrupt your challenger's combo attacks (speedy Flying-types work well for this), as well as for any type-mismatches that may come up. Above all, be patient. If a team doesn't work, tinker with it or create a new one, then try again.



Helping Hand is one of the many moves that opposing Pokémon use to initiate a combo. When disrupting a combo, strike whichever Pokémon you can disable the fastest—look for type mismatches or a big Speed advantage.

NUMBER OF TYPES YOU'LL FACE

NORMAL	7	FLYING	10
FIRE	3	PSYCHIC	5
WATER	9	BUG	3
ELECTRIC	3	ROCK	4
GRASS	5	GHOST	2
ICE	3	DRAGON	4
FIGHTING	2	DARK	5
POISON	1	STEEL	3
GROUND	6		



RECOMMENDED ATTACK/POKÉMON TYPES

GROUND

There's yet to be a double battle where Ground-type Pokémon aren't helpful. Electric-, Fire-, Rock- and Steel-types will all tremble before your mighty Ground-type attacks.

FLYING

Most Flying-type Pokémon have very high Speed ratings, which means you can use them to strike first and disrupt an opponent's combo before it can be formed.

ELECTRIC

You'll face as many as 19 Water- and Flying-type Pokémon, so a good Electric-type move is a must. Electric-type Pokémon are at a bit of a disadvantage, but the damage multiplier could be worth it.

NORMAL

Some fights are easier to win if you're on the defensive. A Normal-type that knows Mirror Coat, Counter and other such skills can make all the difference against a high-powered team.

GHOST

The Ghost-type may come into play a lot if you use a defensive strategy. Putting strong Pokémon to sleep so your team can go to work on them is always a good tactic.

SPECIFIC MOVE RECOMMENDATIONS



When it comes to Earthquake, there's no such thing as overkill. Use it if you've got it.



The Quick Attack move can be the difference between a win and a defeat—especially if your foe is weakened.



TRAINER ALERT!

BATTLE 2: PULINK

If you don't have a team of Level-100 Pokémon that you've stuffed full of Carbos and Proteins, you don't stand a chance. If you do have such a team, try adopting a defensive strategy based on Mirror Coat and Protect, and also use Electric-, Flying- and Ground-type moves. You may need to try some obscure tricks, such as using a Wonder Guard-Skill Swap combo with Shedinja.

BATTLE I: KOLOT

HUNTER ♂



TYRANITAR ♂

ROCK-DARK



ABILITY: SAND STREAM
ITEM: LEFTOVERS

DRAGON DANCE
ROCK SLIDE
EARTHQUAKE
AERIAL ACE

DRAGON
ROCK
GROUND
FLYING

CACTURNE ♀

GRASS-DARK



ABILITY: SAND VEIL
ITEM: LAX INCENSE

GIGA DRAIN
FAINT ATTACK
PROTECT
FOCUS PUNCH

GRASS
DARK
NORMAL
FIGHTING

TOGETIC ♀



ABILITY: SERENE GRACE
ITEM: LUM BERRY

FOLLOW ME
WISH
ATTRACT
YAWN

NORMAL-FLYING

NORMAL
NORMAL
NORMAL
NORMAL

GLIGAR ♀



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

EARTHQUAKE
AERIAL ACE
GUILLOTINE
PROTECT

GROUND-FLYING

GROUND
FLYING
NORMAL
NORMAL

SWAMPERT ♂

WATER-GROUND



ABILITY: TORRENT
ITEM: QUICK CLAW

EARTHQUAKE
HYDRO PUMP
ICE BEAM
PROTECT

GROUND
WATER
ICE
NORMAL

STARMIE



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

HYDRO PUMP
PROTECT
THUNDERBOLT
PSYCHIC

WATER-PSYCHIC

WATER
NORMAL
ELECTRIC
PSYCHIC

BATTLE 2: PULINK

RIDER ♀



SUICUNE

WATER



ABILITY: PRESSURE
ITEM: LEFTOVERS

CALM MIND
ICE BEAM
HYDRO PUMP
PROTECT

PSYCHIC
ICE
WATER
NORMAL

TYPHLOSION ♀

FIRE



ABILITY: BLAZE
ITEM: WHITE HERB

OVERHEAT
HIDDEN POWER
HYPER BEAM
PROTECT

FIRE
NORMAL
NORMAL
NORMAL

HERACROSS ♂

BUG-FIGHTING



ABILITY: GUTS
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

SWELLOW ♀

NORMAL-FLYING



ABILITY: GUTS
ITEM: CHOICE BAND

FRUSTRATION
FAÇADE
AERIAL ACE
QUICK ATTACK

NORMAL
NORMAL
FLYING
NORMAL

WALREIN ♂

ICE-WATER



ABILITY: THICK FAT
ITEM: CHESTO BERRY

ICE BEAM
WATERFALL
SHEER COLD
REST

ICE
WATER
ICE
PSYCHIC

JIRACHI

STEEL-PSYCHIC



ABILITY: SERENE GRACE
ITEM: BRIGHT POWDER

PSYCHIC
THUNDERBOLT
CALM MIND
WATER PULSE

PSYCHIC
ELECTRIC
PSYCHIC
WATER

BATTLE 3: CHOTÉ

CHASER ♂



HARIYAMA ♀

FIGHTING



ABILITY: THICK FAT
ITEM: LAX INCENSE

BRICK BREAK
HELPING HAND
FAKE OUT
PROTECT

FIGHTING
NORMAL
NORMAL
NORMAL

RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK
ITEM: LEFTOVERS

AERIAL ACE
EARTHQUAKE
DRAGON DANCE
FRUSTRATION

FLYING
GROUND
DRAGON
NORMAL

RHYDON ♂

GROUND-ROCK



ABILITY: LIGHTNINGROD
ITEM: QUICK CLAW

MEGAHORN
ROCK BLAST
EARTHQUAKE
PROTECT

BUG
ROCK
GROUND
NORMAL

SCEPTILE ♀

GRASS



ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
CRUNCH
DRAGON CLAW
DETECT

GRASS
DARK
DRAGON
FIGHTING

MILOTIC ♂

WATER



ABILITY: MARVEL SCALE
ITEM: LUM BERRY

HYDRO PUMP
RECOVER
ICE BEAM
CONFUSE RAY

WATER
NORMAL
ICE
GHOST

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: KING'S ROCK

DRAGON DANCE
FRUSTRATION
EARTHQUAKE
HIDDEN POWER

DRAGON
NORMAL
GROUND
NORMAL



BATTLE 4: BIGON

HUNTER ♀

SNEASEL ♀



ABILITY: INNER FOCUS
ITEM: LAX INCENSE

FAKE OUT
CRUSH CLAW
BRICK BREAK
TAUNT

DARK-ICE

NINJASK ♂



ABILITY: SPEED BOOST
ITEM: BRIGHT POWDER

SWORDS DANCE
PROTECT
SILVER WIND
BATON PASS

BUG-FLYING

METAGROSS



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

SHADOW BALL
METEOR MASH
AERIAL ACE
EARTHQUAKE

STEEL-PSYCHIC

GRANBULL ♀



ABILITY: INTIMIDATE
ITEM: FOCUS BAND

FRUSTRATION
SHADOW BALL
EARTHQUAKE
BRICK BREAK

NORMAL

URSARING ♀



ABILITY: GUTS
ITEM: SHELL BELL

FRUSTRATION
EARTHQUAKE
BRICK BREAK
HIDDEN POWER

NORMAL

SALAMENCE ♂



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

AERIAL ACE
FRUSTRATION
BRICK BREAK
EARTHQUAKE

DRAGON-FLYING



BATTLE 5: RASK

COOLTRAINER ♀

SLAKING ♂



ABILITY: TRUANT
ITEM: LEFTOVERS

FRUSTRATION
SHADOW BALL
EARTHQUAKE
SLACK OFF

NORMAL

ALAKAZAM ♀



ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

SKILL SWAP
PSYCHIC
ICE PUNCH
FIRE PUNCH

DODRIO ♂



ABILITY: EARLY BIRD
ITEM: CHOICE BAND

DRILL PECK
FRUSTRATION
HYPER BEAM
HAZE

NORMAL-FLYING

ESPEON ♀



ABILITY: SYNCHRONIZE
ITEM: LUM BERRY

PSYCHIC
SKILL SWAP
LIGHT SCREEN
PROTECT

PSYCHIC

RAIKOU



ABILITY: PRESSURE
ITEM: LAX INCENSE

THUNDERBOLT
CRUNCH
PROTECT
REFLECT

ELECTRIC

CROBAT ♂



ABILITY: INNER FOCUS
ITEM: SCOPE LENS

AERIAL ACE
SLUDGE BOMB
SHADOW BALL
CONFUSE RAY

POISON-FLYING



BATTLE 6: CODEL

SUPERTRAINER ♂

DUSCLOPS ♂



ABILITY: PRESSURE
ITEM: LEFTOVERS

IMPRISON
PROTECT
EARTHQUAKE
SHADOW BALL

GHOST

ELECTRODE



ABILITY: SOUNDPROOF
ITEM: CHOICE BAND

EXPLOSION
THUNDERBOLT

ELECTRIC

REGIROCK



ABILITY: CLEAR BODY
ITEM: WHITE HERB

EXPLOSION
SUPERPOWER
ANCIENTPOWER
PROTECT

ROCK

GOLEM ♀



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EXPLOSION
ROCK BLAST
EARTHQUAKE
PROTECT

ROCK-GROUND

REGISTEEL



ABILITY: CLEAR BODY
ITEM: BRIGHT POWDER

EXPLOSION
SUPERPOWER
BRICK BREAK
PROTECT

STEEL

REGICE



ABILITY: CLEAR BODY
ITEM: LAX INCENSE

EXPLOSION
ICE BEAM
THUNDERBOLT
PROTECT

ICE



SEMIFINAL: BURIL

SUPERTRAINER ♂



Buril will probably lead with Groudon to take advantage of its Drought ability. You can either turn it against Groudon by using Pokémon that know Solarbeam, or end the sunlight by creating another weather effect. Strong Water-type moves like Hydro Pump will work wonders against Entei, Houndoom, Groudon and Flygon. Shiftry is best handled with Fire-type moves (especially if Drought is in effect), but you can also use Ice- and Flying-type moves to good effect. Jumpluff is doubly vulnerable to Ice-type attacks, so unleash Ice Beam if you have it. Strike hard and fast—you don't want to get caught in an opponent's Solarbeam.

GROUDON



ABILITY: DROUGHT
ITEM: LEFTOVERS
EARTHQUAKE
FRUSTRATION
OVERHEAT
PROTECT

GROUND

NORMAL
FIRE
NORMAL

SHIFTRY ♂



ABILITY: CHLOROPHYLL
ITEM: SILK SCARF
FAKE OUT
EXPLOSION
SOLARBEAM
PROTECT

GRASS-DARK

NORMAL
NORMAL
GRASS
NORMAL

HOUNDOOM ♀



ABILITY: EARLY BIRD
ITEM: WHITE HERB
OVERHEAT
SOLARBEAM
CRUNCH
PROTECT

DARK-FIRE

FIRE
GRASS
DARK
NORMAL

ENTEI



ABILITY: PRESSURE
ITEM: BRIGHT POWDER
FIRE BLAST
SOLARBEAM
HYPER BEAM
PROTECT

FIRE

FIRE
GRASS
NORMAL
NORMAL

JUMPLUFF ♀



ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE
HELPING HAND
SLEEP POWDER
SUNNY DAY
ENCORE

GRASS-FLYING

NORMAL
GRASS
FIRE
NORMAL

FLYGON ♂



ABILITY: LEVITATE
ITEM: SCOPE LENS
EARTHQUAKE
FIRE BLAST
DRAGON CLAW
PROTECT

GROUND-DRAGON

GROUND
FIRE
DRAGON
NORMAL

FINAL: GRANG

SUPERTRAINER ♀



Grang will almost always lead with Kyogre, as its Drizzle ability turns the battlefield into a soggy mess that's perfect for Water-type attacks. If one of your Pokémon knows Thunder, you can use it to turn the tables on Kyogre, Ludicolo and Kingdra—otherwise, you may want to remove the rain with a weather effect of your own. You'll need a Fire-, Flying-, Rock-, Ghost- or Ice-type skill to take out Shedinja, and a Ground-type Pokémon will work best for taking on Manectric. Miltank is somewhat of a wild card, and it can do a lot of damage in a short period of time. If you can, hit it with a Sleep condition. If not, Paralyze and Poison are both good alternatives.

KYOGRE



ABILITY: DRIZZLE
ITEM: MYSTIC WATER

WATER

WATER SPOUT
THUNDER
ICE BEAM
PROTECT

WATER
ELECTRIC
ICE
NORMAL

MILTANK ♀



ABILITY: THICK FAT
ITEM: LUM BERRY

NORMAL

HELPING HAND
BRICK BREAK
HYPER BEAM
EARTHQUAKE

FIGHTING
NORMAL
GROUND

KINGDRA ♂



ABILITY: SWIFT SWIM
ITEM: BRIGHT POWDER

WATER-DRAGON

HYDRO PUMP
ICE BEAM
DRAGONBREATH
RAIN DANCE

WATER
ICE
DRAGON
WATER

LUDICOLO ♀



ABILITY: SWIFT SWIM
ITEM: LEFTOVERS

WATER-GRASS

HYDRO PUMP
ICE BEAM
GIGA DRAIN
RAIN DANCE

WATER
ICE
GRASS
WATER

MANECTRIC ♂



ABILITY: LIGHTNINGROD
ITEM: LAX INCENSE

ELECTRIC

THUNDER
CRUNCH
RAIN DANCE
LIGHT SCREEN

ELECTRIC
DARK
WATER
PSYCHIC

SHEDINJA



ABILITY: WONDER GUARD
ITEM: FOCUS BAND

BUG-GHOST

SHADOW BALL
SWORDS DANCE
CONFUSE RAY
SILVER WIND

NORMAL
GHOST
BUG

ORRE COLOSSEUM

LEVEL 100: SINGLE BATTLE

POKé COUPON: 5,000 points

THE STUFF OF LEGEND

In Orre Colosseum, you'll encounter Trainers who've assembled teams packed with many of the legendary Pokémon—or at least those that are extremely rare. You'll often clash with Water-, Psychic- and Flying-types in the battles, so swipe at the Pokémon with attack types that get under their skin: Electric- and Grass-type attacks for the Water-type Pokémon; Bug-, Ghost- and Dark-type strikes against Psychic-types; and Electric-, Ice- and Rock-type attacks for the Flying-type Pokémon. You'll also shake things up with the Ground-type Earthquake move, which will sweep away the annoying Rock-types and Steel-types.



The legendary and extremely rare Pokémon are all nearly impassable, unless you know the right type of attack or specific move combo to use on them.

NUMBER OF TYPES YOU'LL FACE

	NUMBER		
NORMAL	4	FLYING	8
FIRE	3	PSYCHIC	8
WATER	10	BUG	3
ELECTRIC	4	ROCK	3
GRASS	6	GHOST	0
ICE	1	DRAGON	6
FIGHTING	4	DARK	4
POISON	2	STEEL	4
GROUND	4		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

Ground-type moves are extremely effective against a wide range of Pokémon types, and they're particularly useful for smashing the Steel-types Jirachi, Metagross and Registeel.

FLYING

Some Trainers use the nearly unbeatable Endure-Reversal-Salac Berry combo (see page 10). You can disrupt the speedy attack by countering with even faster Pokémon, usually Flying-types.

GHOST

Ghost-types are fantastic in Orre Colosseum because of their resistance to the devastating Normal- and Fighting-type attacks. Ghost-type attacks do major damage to Psychic-types like Jirachi.

DRAGON

Because Dragon-types often wield a wide range of attacks—destructive Flying-, Fire- and Ground-type strikes among them—they're well-suited for Orre's complexities.

DARK

If you can't get past Wobbuffet in Battle 5, you'll never make it to the final battle. The Pokémon uses Mirror Coat; counter it with a Dark-type Pokémon—they're immune to Psychic-type attacks.

SPECIFIC MOVE RECOMMENDATIONS



Surf is a highly effective move in Orre Colosseum, especially when its power is augmented by rainy battle weather.



If your Pokémon uses Mirror Coat, it'll double the damage of any special attack it suffers for a return strike.



TRAINER ALERT!

BATTLE 4: KAEDE

Though Orre Colosseum's Trainers have legendary or super-rare Pokémon, nothing beats the power of a team with a type-balanced defensive strategy. Kaede's excellent team is almost as well-balanced as they come, so don't stock your team with just the attacks listed to the left—fill your Pokémon arsenal with diverse attacks.

BATTLE 1: ETHIOR

CHASER ♀

**MILTANK ♀**

NORMAL

ABILITY: THICK FAT
ITEM: SALAC BERRYBODY SLAM
EARTHQUAKE
ENDURE
REVERSALNORMAL
GROUND
NORMAL
FIGHTING**NINJASK ♀**

BUG-FLYING

ABILITY: SPEED BOOST
ITEM: LIECHI BERRYSWORDS DANCE
AERIAL ACE
HIDDEN POWER
ENDURENORMAL
FLYING
NORMAL
NORMAL**CRADILY ♀**

ROCK-GRASS

ABILITY: SUCTION CUPS
ITEM: LEFTOVERSRECOVER
SLUDGE BOMB
CONFUSE RAY
AMNESIANORMAL
POISON
GHOST
PSYCHIC**HARIYAMA ♂**

FIGHTING

ABILITY: THICK FAT
ITEM: CHESTO BERRYBELLY DRUM
REST
EARTHQUAKE
BRICK BREAKNORMAL
PSYCHIC
GROUND
FIGHTING**ESPEON ♂**

PSYCHIC

ABILITY: SYNCHRONIZE
ITEM: PETAYA BERRYPSYCHIC
BITE
CALM MIND
ENDUREPSYCHIC
DARK
PSYCHIC
NORMAL**SUICUNE**

WATER

ABILITY: PRESSURE
ITEM: GANLON BERRYICE BEAM
SURF
REST
CALM MINDICE
WATER
PSYCHIC
PSYCHIC**BATTLE 2: NAGA**

ATHLETE ♂

**TYRANITAR ♂**

ROCK-DARK

ABILITY: SAND STREAM
ITEM: LEFTOVERSROCK SLIDE
EARTHQUAKE
AERIAL ACE
DRAGON DANCEGROUND
FLYING
DRAGON**CACTURNE ♀**

GRASS-DARK

ABILITY: SAND VEIL
ITEM: BRIGHT POWDERSECRET POWER
GIGA DRAIN
TEETER DANCE
FAINT ATTACKNORMAL
GRASS
NORMAL
DARK**GLIGAR ♂**

GROUND-FLYING

ABILITY: SAND VEIL
ITEM: LAX INCENSEAERIAL ACE
EARTHQUAKE
GUILLOTINE
SECRET POWERFLYING
GROUND
NORMAL
NORMAL**MAGNETON**

ELECTRIC-STEEL

ABILITY: STURDY
ITEM: QUICK CLAWREFLECT
THUNDERBOLT
THUNDER WAVE
HIDDEN POWERPSYCHIC
ELECTRIC
ELECTRIC
NORMAL**FLYGON ♀**

GROUND-DRAGON

ABILITY: LEVITATE
ITEM: SCOPE LENSEARTHQUAKE
HIDDEN POWER
FIRE BLAST
DRAGONBREATHGROUND
NORMAL
FIRE
DRAGON**REGISTEEL**

STEEL

ABILITY: CLEAR BODY
ITEM: WHITE HERBEXPLOSION
SUPERPOWER
ANCIENTPOWER
EARTHQUAKENORMAL
FIGHTING
ROCK
GROUND**BATTLE 3: MODEN**

COOLTRAINER ♀

**DODRIO ♂**

NORMAL-FLYING

ABILITY: EARLY BIRD
ITEM: CHOICE BANDRETURN
DRILL PECK
HYPER BEAM
QUICK ATTACKNORMAL
FLYING
NORMAL
NORMAL**MILOTIC ♀**

WATER

ABILITY: MARVEL SCALE
ITEM: FOCUS BANDCONFUSE RAY
ICE BEAM
SURF
RECOVERGHOST
ICE
WATER
NORMAL**METAGROSS**

STEEL-PSYCHIC

ABILITY: CLEAR BODY
ITEM: LEFTOVERSMETEOR MASH
SHADOW BALL
EARTHQUAKE
BRICK BREAKSTEEL
GHOST
GROUND
FIGHTING**JIRACHI**

STEEL-PSYCHIC

ABILITY: SERENE GRACE
ITEM: BRIGHT POWDERCALM MIND
PSYCHIC
WATER PULSE
THUNDERBOLTPSYCHIC
PSYCHIC
WATER
ELECTRIC**RAIKOU**

ELECTRIC

ABILITY: PRESSURE
ITEM: LAX INCENSETHUNDERBOLT
REFLECT
CRUNCH
ROARELECTRIC
PSYCHIC
DARK
NORMAL**CROBAT ♀**

POISON-FLYING

ABILITY: INNER FOCUS
ITEM: SCOPE LENSCONFUSE RAY
SLUDGE BOMB
SHADOW BALL
AERIAL ACEGHOST
POISON
GHOST
FLYING

**BATTLE 4: KAEDE**

TEACHER ♀

SWAMPERT ♀

WATER-GROUND

ABILITY: TORRENT
ITEM: CHESTO BERRYCURSE
EARTHQUAKE
RETURN
RESTGROUND
NORMAL
PSYCHIC
?**BLAZIKEN ♂**

FIRE-FIGHTING

ABILITY: BLAZE
ITEM: SALAC BERRYEARTHQUAKE
FIRE BLAST
ENDURE
REVERSALGROUND
FIRE
NORMAL
FIGHTING**SCEPTILE ♀**

GRASS

ABILITY: OVERGROW
ITEM: SCOPE LENSLEAF BLADE
DRAGON CLAW
CRUNCH
HIDDEN POWERGRASS
DRAGON
DARK
NORMAL**SALAMENCE ♂**

DRAGON-FLYING

ABILITY: INTIMIDATE
ITEM: LEFTOVERSRETURN
AERIAL ACE
EARTHQUAKE
BRICK BREAKNORMAL
FLYING
GROUND
FIGHTING**GARDEVOIR ♀**

PSYCHIC

ABILITY: SYNCHRONIZE
ITEM: BRIGHT POWDERTHUNDERBOLT
PSYCHIC
CALM MIND
DESTINY BONDELECTRIC
PSYCHIC
PSYCHIC
GHOST**MANECTRIC ♀**

ELECTRIC

ABILITY: STATIC
ITEM: LAX INCENSETHUNDER WAVE
CRUNCH
THUNDERBOLT
HIDDEN POWERELECTRIC
DARK
ELECTRIC
NORMAL**BATTLE 5: GRAVET**

SUPERTRAINER ♂

NINJASK ♀

BUG-FLYING

ABILITY: SPEED BOOST
ITEM: BRIGHT POWDERSWORDS DANCE
PROTECT
BATON PASS
SILVER WINDNORMAL
NORMAL
NORMAL
BUG**URSARING ♂**

NORMAL

ABILITY: GUTS
ITEM: SHELL BELLRETURN
EARTHQUAKE
BRICK BREAK
HIDDEN POWERNORMAL
GROUND
FIGHTING
NORMAL**STARMIE**

WATER-PSYCHIC

ABILITY: NATURAL CURE
ITEM: LAX INCENSESURF
ICE BEAM
THUNDERBOLT
PSYCHICWATER
ICE
ELECTRIC
PSYCHIC**MACHAMP ♂**

FIGHTING

ABILITY: GUTS
ITEM: LEFTOVERSROCK SLIDE
CROSS CHOP
EARTHQUAKE
HYPER BEAMFIGHTING
GROUND
NORMAL**GYARADOS ♂**

WATER-FLYING

ABILITY: INTIMIDATE
ITEM: SCOPE LENSDRAGON DANCE
RETURN
EARTHQUAKE
HIDDEN POWERDRAGON
NORMAL
GROUND
NORMAL**WOBBUFFET ♀**

PSYCHIC

ABILITY: SHADOW TAG
ITEM: QUICK CLAWCOUNTER
MIRROR COAT
SAFEGUARD
DESTINY BONDFIGHTING
PSYCHIC
NORMAL
GHOST**BATTLE 6: SAYA**

SUPERTRAINER ♀

KYOGRE

WATER

ABILITY: DRIZZLE
ITEM: CHESTO BERRYSURF
ICE BEAM
THUNDER
RESTWATER
ICE
ELECTRIC
PSYCHIC**LUDICOLO ♀**

WATER-GRASS

ABILITY: SWIFT SWIM
ITEM: LEFTOVERSICE BEAM
HYDRO PUMP
GIGA DRAIN
LEECH SEEDICE
WATER
GRASS
GRASS**KINGDRA ♂**

WATER-DRAGON

ABILITY: SWIFT SWIM
ITEM: KING'S ROCKICE BEAM
HYDRO PUMP
DRAGON BREATH
RAIN DANCEICE
WATER
DRAGON
WATER**ELECTRODE**

ELECTRIC

ABILITY: STATIC
ITEM: SILK SCARFTHUNDER
EXPLOSION
RAIN DANCE
LIGHT SCREENELECTRIC
NORMAL
WATER
PSYCHIC**GOREBYSS ♂**

WATER

ABILITY: SWIFT SWIM
ITEM: LAX INCENSEICE BEAM
HYDRO PUMP
PSYCHIC
HIDDEN POWERICE
WATER
PSYCHIC
NORMAL**REGICE**

ICE

ABILITY: CLEAR BODY
ITEM: BRIGHT POWDERICE BEAM
EXPLOSION
THUNDER
HIDDEN POWERNORMAL
ELECTRIC
NORMAL

SEMIFINAL: SHOO**SUPERTRAINER ♂**

When Shoo's Groudon hits the field, its Drought ability will turn up the heat and cook up combos for his team: Fire-type damage will skyrocket; Chlorophyll abilities will produce doubled Speed; and the Grass-type Solarbeam attack will charge up instantly. Exploit the weather and use your own Solarbeam-equipped Pokémon to destroy Ground-type Groudon. Then change the battle climate with Rain Dance to disable the other team's speedy Chlorophyll advantage—or else three of them will always get the jump on your team. Finally, use Surf (its damage swells in rain) to drown vulnerable Houndoom, Entei and Regirock.

GROUDON

ABILITY: DROUGHT
ITEM: QUICK CLAW

EARTHQUAKE
ANCIENTPOWER
RETURN
OVERHEAT

GROUND

ABILITY: CHLOROPHYLL
ITEM: SCOPE LENS

SOLARBEAM
OVERHEAT
CRUNCH
HIDDEN POWER

ABILITY: CHLOROPHYLL
ITEM: KING'S ROCK

SOLARBEAM
HIDDEN POWER
SLEEP POWDER
SUNNY DAY

HOUNDOOM ♂

ABILITY: CHLOROPHYLL
ITEM: SCOPE LENS

SOLARBEAM
OVERHEAT
CRUNCH
HIDDEN POWER

DARK-FIRE

ABILITY: CHLOROPHYLL
ITEM: LEFTOVERS

SUPERPOWER
EXPLOSION
ANCIENTPOWER
EARTHQUAKE

SHIFTRY ♂

ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE

EXPLOSION
SOLARBEAM
SHADOW BALL
BRICK BREAK

GRASS-DARK

NORMAL
GRASS
GHOST
FIGHTING

ENTEI

ABILITY: PRESSURE
ITEM: BRIGHT POWDER

SOLARBEAM
FIRE BLAST
REFLECT
HIDDEN POWER

FIRE

GRASS
FIRE
PSYCHIC
NORMAL

VILEPLUME ♀

ABILITY: CHLOROPHYLL
ITEM: KING'S ROCK

SOLARBEAM
HIDDEN POWER
SLEEP POWDER
SUNNY DAY

GRASS-POISON

GRASS
NORMAL
GRASS
FIRE

REGIROCK

ABILITY: CLEAR BODY
ITEM: LEFTOVERS

SUPERPOWER
EXPLOSION
ANCIENTPOWER
EARTHQUAKE

ROCK

FIGHTING
NORMAL
ROCK
GROUND

FINAL: INFIN**MYTH TRAINER ♂**

Latias, Latios and Rayquaza—all three will fall to the Ice Beam attack. Unfortunately, Infin will often lead with his Kyogre, which will obliterate many Pokémon in a flash. Lead with a Pokémon that can strike first with Thunder, which will take advantage of Kyogre's Drizzle-summoned rainstorm to hit the Water-type Pokémon with megadamage without fail. Once it's out of the way, you'll have free reign to deal with the rest of Infin's crew. If one of your Pokémon can survive Slaking's Hyper Beam (the Endure move may help), it can bash Slaking when the Pokémon becomes inactive on its next turn. To trounce Heracross, which uses the Endure-Reversal combo and follows with Salac Berry, counter with Quick Attack.

KYOGRE

ABILITY: DRIZZLE
ITEM: CHESTO BERRY

SURF
ICE BEAM
THUNDER
REST

WATER

ABILITY: LEVITATE
ITEM: SOUL DEW

SURF
THUNDER
DRAGON CLAW
PSYCHIC

SLAKING ♂

ABILITY: TRUANT
ITEM: CHOICE BAND

HYPER BEAM
EARTHQUAKE
SHADOW BALL

NORMAL

NORMAL
GROUND
GHOST

LATIAS ♀

ABILITY: LEVITATE
ITEM: BRIGHT POWDER

CALM MIND
ICE BEAM
DRAGON CLAW
PSYCHIC

DRAGON-PSYCHIC

PSYCHIC
ICE
DRAGON
PSYCHIC

LATIOS ♂

ABILITY: LEVITATE
ITEM: SOUL DEW

SURF
THUNDER
DRAGON CLAW
PSYCHIC

DRAGON-PSYCHIC

ABILITY: AIR LOCK
ITEM: LEFTOVERS

AERIAL ACE
EXTREMESPEED
EARTHQUAKE
DRAGON DANCE

HERACROSS ♂

ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG-FIGHTING

BUG
GROUND
NORMAL
FIGHTING

RAYQUAZA

ABILITY: AIR LOCK
ITEM: LEFTOVERS

AERIAL ACE
EXTREMESPEED
EARTHQUAKE
DRAGON DANCE

DRAGON-FLYING

FLYING
NORMAL
GROUND
DRAGON

ORRE COLOSSEUM

LEVEL 100: DOUBLE BATTLE POKé COUPON: 5,000 points

THE ULTIMATE CHALLENGE

Orre Colosseum's Level-100 Double Battle challenge is about the most intense Pokémon battle you can imagine. If you know your combos, you'll see your opponents setting them up a mile away. Unfortunately, with the Trainers' superspeedy Pokémon, they may set up combos much faster than you can react to them. The secret to defeating the Trainers is to capitalize on their combos and KO the competition before they destroy your team. In addition, Double Battle mainstays such as the field-shattering Earthquake remain useful, if you can keep your attacker's partner from feeling the high-impact blow.



Don't be dazzled by all of the legendary Pokémon that you'll meet on your way to the final Trainer. To bring down the elite crews, you'll need your wits about you to set up combos that will bring your foes crashing down.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FLYING	10
FIRE	1	PSYCHIC	8
WATER	8	BUG	5
ELECTRIC	3	ROCK	4
GRASS	2	GHOST	3
ICE	2	DRAGON	10
FIGHTING	2	DARK	4
POISON	1	STEEL	5
GROUND	5		



RECOMMENDED ATTACK/POKéMON TYPES

ICE

Dragon-types fill the air in Orre Colosseum, and they've all got seriously potent attacks. Lash at them with Ice-type strikes, such as the chilling Ice Beam, to destroy the Dragon-types quickly.

GROUND

Earthquake cleans up the battlefield fast, more so if a Ground-type Pokémon delivers the Ground-type attack. If you go for the same-type strategy, watch out for Water-, Grass- and Ice-type attacks.

FLYING

Because Earthquake is such a common Double Battle strategy, Flying-types remain important defensively: they're immune to the Ground-type move's megadamage.

GHOST

Orre Colosseum has many fearsome Psychic-type Pokémon. Ghost-type attacks can make 'em crazy. In addition, the Destiny Bond move is a dirty way to KO the legendary Pokémon—but it works great.

STEEL

The Defense stats for Steel-types are usually extremely high, so they rebuff much of the damage that comes their way from physical attacks. Beware the Earthquake move; it'll shatter them.

SPECIFIC MOVE RECOMMENDATIONS



The Psychic-types are a major pain, so use Shadow Ball's high power to inflict lots of Ghost-type damage.



Ice Beam not only delivers huge Ice-type damage, it also often inflicts a Freeze condition—cross your fingers.



TRAINER ALERT!

FINAL: INITY

Inity has four legendary Pokémon on his team. Two of them—Groudon and Kyogre—can power up Latios in different ways with their sun- and rain-bringing abilities, respectively. If you don't have superspeedy Pokémon that can take fast advantage of the weather, equip your team with a move like Sandstorm to bring a third kind of weather onto the field.

BATTLE 1: VENAK

RICH BOY ♂



SKARMORY ♀



STEEL-FLYING

ABILITY: KEEN EYE
ITEM: BRIGHT POWDER

SPIKES
TOXIC
DRILL PECK
ROAR

GROUND
POISON
FLYING
NORMAL

SWAMPERT ♂



WATER-GROUND

ABILITY: TORRENT
ITEM: SCOPE LENS

EARTHQUAKE
MUDGY WATER
ICE BEAM
ROAR

GROUND
WATER
ICE
NORMAL

SABLEYE ♂



DARK-GHOST

ABILITY: KEEN EYE
ITEM: LUM BERRY

CONFUSE RAY
TOXIC
SHADOW BALL
RECOVER

GHOST
POISON
GHOST
NORMAL

SHUCKLE ♀



BUG-ROCK

ABILITY: STURDY
ITEM: CHESTO BERRY

TOXIC
ATTRACT
SAFEGUARD
REST

POISON
NORMAL
NORMAL
PSYCHIC

REGICE



ICE

ABILITY: CLEAR BODY
ITEM: FOCUS BAND

ICY WIND
ICE BEAM
THUNDERBOLT
PROTECT

ICE
ICE
ELECTRIC
NORMAL

UMBREON ♂



DARK

ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

CONFUSE RAY
TOXIC
FAINT ATTACK
MOONLIGHT

GHOST
POISON
DARK
NORMAL

BATTLE 2: HURON

SUPERTRAINER ♀



SUICUNE



WATER

ABILITY: PRESSURE
ITEM: CHESTO BERRY

ICE BEAM
HYDRO PUMP
CALM MIND
REST

ICE
WATER
PSYCHIC
PSYCHIC

RHYDON ♂



GROUND-ROCK

ABILITY: LIGHTNINGROD
ITEM: QUICK CLAW

MEGAHORN
EARTHQUAKE
ROCK BLAST
PROTECT

BUG
GROUND
ROCK
NORMAL

SWELLOW ♀



NORMAL-FLYING

ABILITY: GUTS
ITEM: CHOICE BAND

RETURN
AERIAL ACE
HYPER BEAM
QUICK ATTACK

NORMAL
FLYING
NORMAL
NORMAL

LATIOS ♂



DRAGON-PSYCHIC

ABILITY: LEVITATE
ITEM: SOUL DEW

PSYCHIC
THUNDERBOLT
DRAGON CLAW
ICE BEAM

PSYCHIC
ELECTRIC
DRAGON
ICE

METAGROSS



STEEL-PSYCHIC

ABILITY: CLEAR BODY
ITEM: SCOPE LENS

METEOR MASH
EARTHQUAKE
SHADOW BALL
PROTECT

STEEL
GROUND
GHOST
NORMAL

WALREIN ♀



ICE-WATER

ABILITY: THICK FAT
ITEM: LEFTOVERS

ICE BEAM
WATERFALL
SHEER COLD
PROTECT

ICE
WATER
ICE
NORMAL

BATTLE 3: BOMBER

WORKER ♂



MILTANK ♀



NORMAL

ABILITY: THICK FAT
ITEM: BRIGHT POWDER

PSYCH UP
EARTHQUAKE
SHADOW BALL
RETURN

NORMAL
GROUND
GHOST
NORMAL

LINOONE ♂



NORMAL

ABILITY: PICKUP
ITEM: CHESTO BERRY

BELLY DRUM
SHADOW BALL
RETURN
REST

NORMAL
GHOST
NORMAL
PSYCHIC

LATIAS ♀



DRAGON-PSYCHIC

ABILITY: LEVITATE
ITEM: LAX INCENSE

HELPING HAND
REFLECT
LIGHT SCREEN
PSYCHIC

NORMAL
PSYCHIC
PSYCHIC
PSYCHIC

CROBAT ♂



POISON-FLYING

ABILITY: INNER FOCUS
ITEM: SCOPE LENS

SHADOW BALL
AERIAL ACE
SLUDGE BOMB
CONFUSE RAY

GHOST
FLYING
POISON
GHOST

SHEDINJA



BUG-GHOST

ABILITY: WONDER GUARD
ITEM: LUM BERRY

SWORDS DANCE
SILVER WIND
SHADOW BALL
PROTECT

NORMAL
BUG
GHOST
NORMAL

JIRACHI



STEEL-PSYCHIC

ABILITY: SERENE GRACE
ITEM: QUICK CLAW

PSYCHIC
THUNDER
WATER PULSE
PROTECT

PSYCHIC
ELECTRIC
WATER
NORMAL

Earthquake will demolish Jirachi, and Ice Beam will bring down Latias. But to defeat Bomber, you'll need to stop his Linoone's Belly Drum-Rest-Chesto Berry combo (see page 10). If it hits the field, focus both of your battlers' attacks against it before the combo's fully developed!



BATTLE 4: FORGON

COOLTRAINER ♂

DUSCLOPS ♀



ABILITY: PRESSURE
ITEM: CHESTO BERRY

IMPRISON
PROTECT
ICE BEAM
EARTHQUAKE

GHOST

PSYCHIC
NORMAL
ICE
GROUND

FLYGON ♂



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

FIRE BLAST
EARTHQUAKE
CRUNCH
DRAGON CLAW

GROUND-DRAGON

FIRE
GROUND
DARK
DRAGON

RAYQUAZA



ABILITY: AIR LOCK
ITEM: SCOPE LENS

THUNDERBOLT
ICE BEAM
PROTECT
DRAGON CLAW

DRAGON-FLYING

ELECTRIC
ICE
NORMAL
DRAGON

SALAMENCE ♀



ABILITY: INTIMIDATE
ITEM: LAX INCENSE

EARTHQUAKE
AERIAL ACE
DOUBLE-EDGE
BRICK BREAK

DRAGON-FLYING

GROUND
FLYING
NORMAL
FIGHTING

MAGNETON



ABILITY: STURDY
ITEM: QUICK CLAW

THUNDERBOLT
THUNDER WAVE
REFLECT
HIDDEN POWER

ELECTRIC-STEEL

ELECTRIC
ELECTRIC
PSYCHIC
NORMAL

ALTARIA ♀



ABILITY: NATURAL CURE
ITEM: KING'S ROCK

FLAMETHROWER
SKY ATTACK
EARTHQUAKE
DRAGON CLAW

DRAGON-FLYING

FIRE
FLYING
GROUND
DRAGON



BATTLE 5: MARLEY

RIDER ♀

HARIYAMA ♀



ABILITY: THICK FAT
ITEM: LEFTOVERS

HELPING HAND
BRICK BREAK
FAKE OUT
PROTECT

FIGHTING

NORMAL
FIGHTING
NORMAL
NORMAL

KINGDRA ♂



ABILITY: SWIFT SWIM
ITEM: KING'S ROCK

RAIN DANCE
HYDRO PUMP
ICE BEAM
DRAGONBREATH

DRAGON-WATER

WATER
WATER
ICE
DRAGON

RAIKOU



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

THUNDER
CRUNCH
HIDDEN POWER
PROTECT

ELECTRIC

ELECTRIC
DARK
NORMAL
NORMAL

SCEPTILE ♂



ABILITY: OVERGROW
ITEM: FOCUS BAND

DRAGON CLAW
LEAF BLADE
CRUNCH
DETECT

GRASS

DRAGON
GRASS
DARK
FIGHTING

STARMIE



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

THUNDER
ICE BEAM
PROTECT
HYDRO PUMP

WATER-PSYCHIC

ELECTRIC
ICE
NORMAL
WATER

GYARADOS ♂



ABILITY: INTIMIDATE
ITEM: LUM BERRY

EARTHQUAKE
RETURN
DRAGON DANCE
HIDDEN POWER

WATER-FLYING

GROUND
NORMAL
DRAGON
NORMAL



BATTLE 6: OKAMOO

SUPERTRAINER ♂

NINJASK ♀



ABILITY: SPEED BOOST
ITEM: LUM BERRY

SWORDS DANCE
AERIAL ACE
BATON PASS
PROTECT

BUG-FLYING

NORMAL
FLYING
NORMAL
NORMAL

TOGETIC ♂



ABILITY: SERENE GRACE
ITEM: LAX INCENSE

FOLLOW ME
LIGHT SCREEN
REFLECT
ENCORE

NORMAL-FLYING

NORMAL
PSYCHIC
PSYCHIC
NORMAL

FERALIGATR ♂



ABILITY: TORRENT
ITEM: SCOPE LENS

BRICK BREAK
SLASH
CRUNCH
HYDRO PUMP

WATER

FIGHTING
NORMAL
DARK
WATER

HERACROSS ♂



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG-FIGHTING

BUG
GROUND
NORMAL
FIGHTING

URSARING ♀



ABILITY: GUTS
ITEM: CHESTO BERRY

RETURN
AERIAL ACE
BRICK BREAK
REST

NORMAL

NORMAL
FLYING
FIGHTING
PSYCHIC

SCIZOR ♂



ABILITY: SWARM
ITEM: FOCUS BAND

SWORDS DANCE
BATON PASS
AERIAL ACE
SILVER WIND

BUG-STEEL

NORMAL
NORMAL
FLYING
BUG

SEMIFINAL: SHUN

SUPERTRAINER ♂



Shatter Regirock as soon as it hits the field, before it uses Sunny Day—the move pumps up his team's Solarbeam attacks and Fire-type strikes, and activates Houndoom's Flash Fire, which raises Fire-type damage even more. Unless you can burn up Electrode and Shiftry quickly with your own Fire-type attacks, change the weather with Rain Dance then use Surf to bore through Regirock, Golem and Houndoom with rain-powered Water-type damage. Shiftry is tricky because it'll use Fake Out to gain a high-powered first strike. Ghost-type Pokémons are immune to such Normal-type attacks, but beware Shiftry's Ghost-type Shadow Ball.

REGIROCK



ABILITY: CLEAR BODY
ITEM: SILK SCARF

EXPLOSION
SUNNY DAY
ANCIENTPOWER
PROTECT

ROCK

SHIFTRY ♂



ABILITY: CHLOROPHYLL
ITEM: LUM BERRY

EXPLOSION
FAKE OUT
SOLARBEAM
SHADOW BALL

GRASS-DARK

GOLEM ♂



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EXPLOSION
PROTECT
ROCK BLAST
EARTHQUAKE

ROCK-GROUND

ELECTRODE



ABILITY: SOUNDPROOF
ITEM: CHOICE BAND

EXPLOSION
THUNDERBOLT

ELECTRIC

HOUNDOOM ♀



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
SOLARBEAM
CRUNCH
PROTECT

DARK-FIRE

ALAKAZAM ♀



ABILITY: INNER FOCUS
ITEM: LAX INCENSE

PSYCHIC
FIRE PUNCH
PROTECT
ICE PUNCH

PSYCHIC

PSYCHIC
FIRE
NORMAL
ICE

FINAL: INITY

MYTH TRAINER ♂



Infin ruled over Orre Colosseum's Single Battle final; Inity reigns during Double Battle. His team is extraordinarily powerful, and it churns out combos. Kyogre's rain-bringing Drizzle will pour power into its Water Spout attack and Salamence's Hydro Pump, plus turn Latios's Thunder into a never-miss strike. Groudon's sun-drenching Drought will enflame its Overheat attack and Salamence's Fire Blast, plus turn Latios's Solarbeam into a devastation every turn. Ideally, you should use Inity's climate-control combos for your own benefit with first-strike, superfast Pokémons. In rain or shine, Salamence and Latios benefit greatly, so if you need to change the weather, don't change it to rain or sun.

LATIAS ♀



ABILITY: LEVITATE
ITEM: LEFTOVERS

CALM MIND
ICE BEAM
MIST BALL
DRAGON CLAW

DRAGON-PSYCHIC

LATIOS ♂



ABILITY: LEVITATE
ITEM: SOUL DEN

PSYCHIC
DRAGON CLAW
THUNDER
SOLARBEAM

DRAGON-PSYCHIC

KYOGRE



ABILITY: DRIZZLE
ITEM: BRIGHT POWDER

WATER SPOUT
ICE BEAM
THUNDER
PROTECT

WATER

WATER
ICE
ELECTRIC
NORMAL

SALAMENCE ♀



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

FIRE BLAST
DRAGON CLAW
HYDRO PUMP
CRUNCH

DRAGON-FLYING

GROUDON



ABILITY: DROUGHT
ITEM: LAX INCENSE

EARTHQUAKE
ANCIENTPOWER
OVERHEAT
PROTECT

GROUND

SLAKING ♂



ABILITY: TRUANT
ITEM: CHOICE BAND

HYPER BEAM
EARTHQUAKE
SHADOW BALL

NORMAL

NORMAL
GROUND
GHOST

MT. BATTLE: SINGLE BATTLE

In the history of Pokémon competitions, there's never been a challenge as imposing as Mt. Battle's 100-Trainer climb—six Pokémon against 600 Pokémon! With tips and tell-all details about each Trainer, you'll reach the peak in no time.

TAKE YOUR CREW TO THE TOP

Before you begin your fight to surmount Mt. Battle, ensure that you've got a top-notch team—one that can survive 100 Trainers. You won't be allowed to change your team's composition. As you reach higher altitudes on Mt. Battle, Trainers fight with progressively more challenging teams. Mt. Battle is separated into 10-Trainer areas.

Every time you beat an area, you'll get valuable Poké Coupon points (see below). If you bring a team of Pokémon at Level 50 or lower, Trainers will battle with Pokémon at Level 50. But if you bring in even one Pokémon with a level higher than 50, Trainer teams will be filled entirely with Pokémon at that higher level—plan your team carefully.

AREA	BATTLE	DIFFICULTY	MOVE EFFECT	HELD ITEM	KIND OF HELD ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	NOT USED	—
4	31-40	NORMAL	NORMAL	ALL	MOSTLY BERRIES
5	41-50	NORMAL	STRONG	ALL	MOSTLY BERRIES
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

QUICK TIPS FOR SINGLE BATTLES

COVER YOUR BASES

Since you must take one team to the top without changing any members, ensure that you've got your defenses against many or all attack types covered—see page 14 for an example of a good defensive team.

LASH OUT WITH CONDITIONS

Make sure your crew has a range of moves that can inflict a variety of status conditions with high Accuracy. If you face a Pokémon whose direct attack power is frightening, smack it with a crippling condition.

PEAKS ALONG THE WAY

The final Trainer of each area is a doozy. His or her Pokémon have moves or held items comparable in power to those of the previous nine Trainers, but there's always something devious about the final team.

AWARDS ALONG THE WAY

If you defeat a Trainer without having a single member of your team KO'd, you'll earn an extra continue. Battle hard to earn continues—if your team fails and you have no more continues, you'll need to start your Mt. Battle journey from the first Trainer! Also, every time you beat an area, you'll be able to enter a waystation where you can collect your Poké Coupon points (the awards are the same in both Single Battle and Double Battle). You can use the points to purchase rare TMs and held items at the Poké Coupon Exchange. Consult the conditions on page 45 before you assemble your team—use of certain Pokémon will decrease your point award.

AREA	POINTS
1	50
2	100
3	200
4	400
5	800
6	1,600
7	1,800
8	2,000
9	3,000
10	5,000



AREA 1 POKé COUPON: 50 points**BATTLE 1: ROOD GLASSES MAN ♂**

SUNKERN ♀ ABILITY: CHLOROPHYLL ITEM: — GROWTH SUNNY DAY ABSORB BULLET SEED	GRASS NORMAL FIRE GRASS GRASS	MAGIKARP ♀ ABILITY: SWIFT SWIM ITEM: — SPLASH TACKLE FLAIL	WATER NORMAL NORMAL NORMAL	WURMPLE ♂ ABILITY: SHIELD DUST ITEM: — TACKLE STRING SHOT POISON STING	BUG NORMAL BUG POISON
AZURILL ♀ ABILITY: HUGE POWER ITEM: — ATTRACT BUBBLE CHARM WATER GUN	NORMAL NORMAL WATER NORMAL WATER	RALTS ♂ ABILITY: TRACE ITEM: — CONFUSION HYPNOSIS TELEPORT GROWL	PSYCHIC PSYCHIC PSYCHIC NORMAL	SILCOON ♂ ABILITY: SHED SKIN ITEM: — HARDEN STRING SHOT TACKLE POISON STING	BUG NORMAL BUG NORMAL POISON

BATTLE 2: SANO ATHLETE ♀

WOOPER ♂ ABILITY: WATER ABSORB ITEM: — WATER GUN TAIL WHIP AMNESIA RAIN DANCE	WATER-GROUND WATER NORMAL PSYCHIC WATER	CASCOON ♀ ABILITY: SHED SKIN ITEM: — TACKLE POISON STING STRING SHOT HARDEN	BUG NORMAL POISON BUG NORMAL	FEEBAS ♀ ABILITY: SWIFT SWIM ITEM: — SPLASH FLAIL TACKLE MUD SPORT	WATER NORMAL NORMAL NORMAL GROUND
NINCADA ♀ ABILITY: COMPOUNDEYES ITEM: — HARDEN LEECH LIFE FALSE SWIPE SAND-ATTACK	BUG-GROUND NORMAL BUG NORMAL GROUND	LOTAD ♀ ABILITY: SWIFT SWIM ITEM: — ASTONISH RAIN DANCE MIST ABSORB	WATER-GRASS GHOST WATER ICE BUG	IGGLYBUFF ♀ ABILITY: CUTE CHARM ITEM: — SING POUND CHARM SWEET KISS	NORMAL NORMAL NORMAL NORMAL NORMAL

BATTLE 3: EARGLE RIDER ♂

PICHU ♂ ABILITY: STATIC ITEM: — SHOCK WAVE SECRET POWER CHARM SWEET KISS	ELECTRIC NORMAL NORMAL NORMAL	MAKUHITA ♂ ABILITY: GUTS ITEM: — ARM THRUST WHIRLWIND KNOCK OFF REVERSAL	FIGHTING NORMAL DARK FIGHTING	POOCHYENA ♂ ABILITY: RUN AWAY ITEM: — TACKLE SCARY FACE SWAGGER THIEF	DARK NORMAL NORMAL NORMAL DARK
DUSKULL ♀ ABILITY: LEVITATE ITEM: — ASTONISH CONFUSE RAY DISABLE PURSUIT	GHOST GHOST NORMAL DARK	SEEDOT ♀ ABILITY: CHLOROPHYLL ITEM: — BIDE SYNTHESIS QUICK ATTACK SUNNY DAY	GRASS NORMAL GRASS NORMAL FIRE	ZIGZAGOON ♀ ABILITY: PICKUP ITEM: — TACKLE FLAIL ODOR SLEUTH PIN MISSILE	NORMAL NORMAL NORMAL NORMAL BUG

BATTLE 4: ZOILA LADY ♀

MARILL ♀ ABILITY: HUGE POWER ITEM: — WATER GUN TAIL WHIP ROLLOUT RAIN DANCE	WATER WATER NORMAL ROCK WATER	ZUBAT ♂ ABILITY: INNER FOCUS ITEM: — ASTONISH CONFUSE RAY GUST MEAN LOOK	POISON-FLYING GHOST GHOST FLYING NORMAL	BARBOACH ♂ ABILITY: OBLIVIOUS ITEM: — WATER GUN SNORE REST FISSURE	WATER-GROUND WATER NORMAL PSYCHIC GROUND
SLUGMA ♀ ABILITY: MAGMA ARMOR ITEM: — YAWN AMNESIA ACID ARMOR EMBER	FIRE NORMAL PSYCHIC POISON FIRE	LEDYBA ♂ ABILITY: EARLY BIRD ITEM: — AERIAL ACE SAFEGUARD LIGHT SCREEN DIG	BUG-FLYING FLYING NORMAL PSYCHIC GROUND	SKITTY ♀ ABILITY: CUTE CHARM ITEM: — SING ASSIST CHARM COVET	NORMAL NORMAL NORMAL NORMAL NORMAL

BATTLE 5: SECORT LADY IN SUIT ♀

TOGEPI ♂ ABILITY: SERENE GRACE ITEM: — SHOCK WAVE WISH METRONOME SAFEGUARD	NORMAL NORMAL NORMAL NORMAL	HOPPIP ♂ ABILITY: CHLOROPHYLL ITEM: — MEGA DRAIN LEECH SEED ATTRACT STUN SPORE	GRASS-FLYING GRASS GRASS NORMAL GRASS	SMEARGLE ♀ ABILITY: OWN TEMPO ITEM: — AGILITY FLAIL ENDURE ODOR SLEUTH	NORMAL PSYCHIC NORMAL NORMAL NORMAL
TAILOW ♂ ABILITY: GUTS ITEM: — FOCUS ENERGY DOUBLE TEAM QUICK ATTACK PECK	NORMAL-FLYING NORMAL NORMAL NORMAL FLYING	TRAPINCH ♀ ABILITY: ARENA TRAP ITEM: — GUST SAND-ATTACK SAND TOMB SANDSTORM	GROUND FLYING GROUND GROUND ROCK	SHEDINJA ABILITY: WONDER GUARD ITEM: — ENDURE MIND READER HARDEN REST	BUG-GHOST NORMAL NORMAL NORMAL PSYCHIC

BATTLE 6: GRUND FUN OLD MAN ♂

WYNAUT ♂	PSYCHIC	SWINUB ♀	ICE-GROUND	SENTRET ♂	NORMAL
ABILITY: SHADOW TAG ITEM: —	CHARM MIRROR COAT COUNTER SAFEGUARD	NORMAL PSYCHIC FIGHTING NORMAL	ABILITY: OBLIVIOUS ITEM: —	POWDER SNOW ODOR SLEUTH RETURN ENDURE	ICE NORMAL NORMAL NORMAL
HOOTHOOT ♀	NORMAL-FLYING	KIRLIA ♀	PSYCHIC	WINGULL ♀	WATER-FLYING
ABILITY: INSOMNIA ITEM: —	FORESIGHT TACKLE HYPNOSIS PECK	NORMAL NORMAL PSYCHIC FLYING	ABILITY: TRACE ITEM: —	DOUBLE TEAM TAUNT CONFUSION GROWL	NORMAL DARK PSYCHIC NORMAL
WYNAUT ♂	PSYCHIC	SWINUB ♀	ICE-GROUND	SENTRET ♂	NORMAL
ABILITY: SHADOW TAG ITEM: —	CHARM MIRROR COAT COUNTER SAFEGUARD	NORMAL PSYCHIC FIGHTING NORMAL	ABILITY: OBLIVIOUS ITEM: —	POWDER SNOW ODOR SLEUTH RETURN ENDURE	ICE NORMAL NORMAL NORMAL
HOOTHOOT ♀	NORMAL-FLYING	KIRLIA ♀	PSYCHIC	WINGULL ♀	WATER-FLYING
ABILITY: INSOMNIA ITEM: —	FORESIGHT TACKLE HYPNOSIS PECK	NORMAL NORMAL PSYCHIC FLYING	ABILITY: TRACE ITEM: —	DOUBLE TEAM TAUNT CONFUSION GROWL	NORMAL DARK PSYCHIC NORMAL

BATTLE 7: GARS ROLLER BOY ♂

JIGGLYPUFF ♀	NORMAL	MEDITITE ♂	FIGHTING-PSYCHIC	SPHEAL ♂	ICE-WATER
ABILITY: CUTE CHARM ITEM: —	SING MIMIC DOUBLESLAP DEFENSE CURL	NORMAL NORMAL NORMAL NORMAL	ABILITY: PURE POWER ITEM: —	HIDDEN POWER DETECT CONFUSION FAKE OUT	NORMAL FIGHTING PSYCHIC NORMAL
MAREEP ♀	ELECTRIC	GEODUDE ♂	ROCK-GROUND	SPINARAK ♂	BUG-POISON
ABILITY: STATIC ITEM: —	THUNDERSHOCK TACKLE LIGHT SCREEN ATTRACT	ELECTRIC NORMAL PSYCHIC NORMAL	ABILITY: ROCK HEAD ITEM: —	ROCK SMASH ROLLOUT TACKLE DEFENSE CURL	FIGHTING ROCK NORMAL NORMAL
JIGGLYPUFF ♀	NORMAL	MEDITITE ♂	FIGHTING-PSYCHIC	SPHEAL ♂	ICE-WATER
ABILITY: CUTE CHARM ITEM: —	SING MIMIC DOUBLESLAP DEFENSE CURL	NORMAL NORMAL NORMAL NORMAL	ABILITY: PURE POWER ITEM: —	HIDDEN POWER DETECT CONFUSION FAKE OUT	NORMAL FIGHTING PSYCHIC NORMAL
MAREEP ♀	ELECTRIC	GEODUDE ♂	ROCK-GROUND	SPINARAK ♂	BUG-POISON
ABILITY: STATIC ITEM: —	THUNDERSHOCK TACKLE LIGHT SCREEN ATTRACT	ELECTRIC NORMAL PSYCHIC NORMAL	ABILITY: ROCK HEAD ITEM: —	ROCK SMASH ROLLOUT TACKLE DEFENSE CURL	FIGHTING ROCK NORMAL NORMAL

BATTLE 8: LADIN HUNTER ♂

ELECTRIKE ♂	ELECTRIC	VULPIX ♀	FIRE	SLAKOTH ♂	NORMAL
ABILITY: STATIC ITEM: —	THUNDERSHOCK THUNDER WAVE TACKLE HOWL	ELECTRIC ELECTRIC NORMAL NORMAL	ABILITY: FLASH FIRE ITEM: —	QUICK ATTACK WILL-O-WISP EMBER SAFEGUARD	NORMAL FIRE FIRE NORMAL
PINECO ♂	BUG	SHUPPET ♀	GHOST	HORSEA ♂	WATER
ABILITY: STURDY ITEM: —	PIN MISSILE RAPID SPIN TACKLE SPIKES	BUG NORMAL NORMAL GROUND	ABILITY: INSOMNIA ITEM: —	SPITE ASTONISH WILL-O-WISP SNATCH	GHOST GHOST FIRE DARK
ELECTRIKE ♂	ELECTRIC	VULPIX ♀	FIRE	SLAKOTH ♂	NORMAL
ABILITY: STATIC ITEM: —	THUNDERSHOCK THUNDER WAVE TACKLE HOWL	ELECTRIC ELECTRIC NORMAL NORMAL	ABILITY: FLASH FIRE ITEM: —	QUICK ATTACK WILL-O-WISP EMBER SAFEGUARD	NORMAL FIRE FIRE NORMAL
PINECO ♂	BUG	SHUPPET ♀	GHOST	HORSEA ♂	WATER
ABILITY: STURDY ITEM: —	PIN MISSILE RAPID SPIN TACKLE SPIKES	BUG NORMAL NORMAL GROUND	ABILITY: INSOMNIA ITEM: —	SPITE ASTONISH WILL-O-WISP SNATCH	GHOST GHOST FIRE DARK

BATTLE 9: RAPOZ BODYBUILDER ♂

SHROOMISH ♂	GRASS	WHISMUR ♀	NORMAL	SNORUNT ♀	ICE
ABILITY: EFFECT SPORE ITEM: —	LEECH SEED STUN SPORE MEGA DRAIN FAKE TEARS	GRASS GRASS GRASS DARK	ABILITY: SOUNDPROOF ITEM: —	ASTONISH POUND SUPERSONIC ROAR	GHOST NORMAL NORMAL NORMAL
SURSKIT ♀	BUG-WATER	PIKACHU ♂	ELECTRIC	HORSEA ♂	WATER
ABILITY: SWIFT SWIM ITEM: —	QUICK ATTACK AGILITY BUBBLE MIST	NORMAL PSYCHIC WATER ICE	ABILITY: STATIC ITEM: —	TACKLE AGILITY GROWL THUNDERSHOCK	NORMAL PSYCHIC NORMAL ELECTRIC
SHROOMISH ♂	GRASS	WHISMUR ♀	NORMAL	SNORUNT ♀	ICE
ABILITY: EFFECT SPORE ITEM: —	LEECH SEED STUN SPORE MEGA DRAIN FAKE TEARS	GRASS GRASS GRASS DARK	ABILITY: SOUNDPROOF ITEM: —	ASTONISH POUND SUPERSONIC ROAR	GHOST NORMAL NORMAL NORMAL
SURSKIT ♀	BUG-WATER	PIKACHU ♂	ELECTRIC	HORSEA ♂	WATER
ABILITY: SWIFT SWIM ITEM: —	QUICK ATTACK AGILITY BUBBLE MIST	NORMAL PSYCHIC WATER ICE	ABILITY: STATIC ITEM: —	TACKLE AGILITY GROWL THUNDERSHOCK	NORMAL PSYCHIC NORMAL ELECTRIC

BATTLE 10: VANNOS AREA LEADER ♂

BALTOY	GROUND-PSYCHIC	BELDUM	STEEL-PSYCHIC	BAGON ♂	DRAGON
ABILITY: LEVITATE ITEM: —	MUD-SLAP CONFUSION ROCK TOMB SANDSTORM	GROUND PSYCHIC ROCK ROCK	ABILITY: CLEAR BODY ITEM: CHOICE BAND	TAKE DOWN	NORMAL
REMORAID ♂	WATER	SLAKING ♀	NORMAL	LARVITAR ♂	ROCK-GROUND
ABILITY: HUSTLE ITEM: —	LOCK-ON SUPersonic WATER GUN FOCUS ENERGY	NORMAL NORMAL WATER NORMAL	ABILITY: TRUANT ITEM: —	SOLARBEAM	GRASS
BALTOY	GROUND-PSYCHIC	BELDUM	STEEL-PSYCHIC	BAGON ♂	DRAGON
ABILITY: LEVITATE ITEM: —	MUD-SLAP CONFUSION ROCK TOMB SANDSTORM	GROUND PSYCHIC ROCK ROCK	ABILITY: CLEAR BODY ITEM: CHOICE BAND	TAKE DOWN	NORMAL
REMORAID ♂	WATER	SLAKING ♀	NORMAL	LARVITAR ♂	ROCK-GROUND
ABILITY: HUSTLE ITEM: —	LOCK-ON SUPersonic WATER GUN FOCUS ENERGY	NORMAL NORMAL WATER NORMAL	ABILITY: TRUANT ITEM: —	SOLARBEAM	GRASS

AREA 2**POKé COUPON: 100 points****BATTLE 11: GIROD HUNTER ♂**

GULPIN ♂  ABILITY: LIQUID Ooze ITEM: —	POISON ACID ARMOR TOXIC AMNESIA POUND	POISON POISON PSYCHIC NORMAL	TORCHIC ♂  ABILITY: BLAZE ITEM: —	FIRE SAND-ATTACK EMBER QUICK ATTACK MIRROR MOVE	GROUND FIRE NORMAL FLYING	CARVANHA ♀  ABILITY: ROUGH SKIN ITEM: —	WATER-DARK RAGE THIEF SCARY FACE SWAGGER
NUMEL ♀  ABILITY: OBLIVIOUS ITEM: —	FIRE-GROUND EMBER AMNESIA TACKLE PROTECT	FIRE PSYCHIC NORMAL NORMAL	TREECKO ♂  ABILITY: OVERGROW ITEM: —	GRASS QUICK ATTACK DETECT POUND ABSORB	NORMAL FIGHTING NORMAL GRASS	CORPHISH ♀  ABILITY: HYPER CUTTER ITEM: —	WATER HARDEN TAUNT KNOCK OFF GUILLOTINE

BATTLE 12: DENC RICH BOY ♂

CYNDAQUIL ♂  ABILITY: BLAZE ITEM: —	FIRE SUNNY DAY EMBER TACKLE QUICK ATTACK	FIRE FIRE NORMAL NORMAL	ABRA ♂  ABILITY: SYNCHRONIZE ITEM: —	PSYCHIC TORMENT KNOCK OFF TAUNT SHOCK WAVE	DARK DARK DARK ELECTRIC	DODUO ♀  ABILITY: EARLY BIRD ITEM: —	NORMAL-FLYING QUICK ATTACK PECK FURY ATTACK GROWL
MACHOP ♂  ABILITY: GUTS ITEM: —	FIGHTING FOCUS ENERGY FORESIGHT KARATE CHOP ROCK SMASH	NORMAL NORMAL FIGHTING FIGHTING	TOTODILE ♂  ABILITY: TORRENT ITEM: —	WATER SCARY FACE SCRATCH WATER GUN RAGE	NORMAL NORMAL WATER NORMAL	SWABLU ♀  ABILITY: NATURAL CURE ITEM: —	NORMAL-FLYING ASTONISH MIST PECK MIRROR MOVE

BATTLE 13: MYOG FUN OLD LADY ♀

MUDKIP ♂  ABILITY: TORRENT ITEM: —	WATER TACKLE WATER GUN MUD-SLAP BIDE	NORMAL WATER GROUND NORMAL	CHIKORITA ♂  ABILITY: OVERGROW ITEM: —	GRASS VINE WHIP LIGHT SCREEN REFLECT POISONPOWDER	GRASS PSYCHIC PSYCHIC POISON	GOLDEEN ♀  ABILITY: WATER VEIL ITEM: —	WATER WATER SPORT HORN DRILL FURY ATTACK PECK
ODDISH ♀  ABILITY: CHLOROPHYLL ITEM: —	GRASS-POISON SLEEP POWDER MOONLIGHT ACID ABSORB	GRASS NORMAL POISON GRASS	PSYDUCK ♀  ABILITY: DAMP ITEM: —	WATER SCRATCH PSYCH UP SCREECH FURY SWIPES	NORMAL PSYCHIC NORMAL NORMAL	NATU ♀  ABILITY: SYNCHRONIZE ITEM: —	PSYCHIC-FLYING PECK LEER WISH CONFUSE RAY

BATTLE 14: ROGEN BODYBUILDER ♀

MAGNEMITE  ABILITY: MAGNET PULL ITEM: —	ELECTRIC-STEEL SUPersonic LOCK-ON SONICBOOM THUNDERSHOCK	NORMAL NORMAL NORMAL ELECTRIC	VOLTORB  ABILITY: STATIC ITEM: —	ELECTRIC TACKLE ROLLOUT SONICBOOM EXPLOSION	NORMAL ROCK NORMAL NORMAL	CHINCHOU ♂  ABILITY: VOLT ABSORB ITEM: —	WATER-ELECTRIC THUNDER WAVE WATER GUN SUPersonic ATTRACT
FLAAFFY ♀  ABILITY: STATIC ITEM: —	ELECTRIC THUNDERSHOCK TACKLE COTTON SPORE RAIN DANCE	ELECTRIC NORMAL GRASS WATER	PLUSLE ♀  ABILITY: PLUS ITEM: —	ELECTRIC QUICK ATTACK HELPING HAND FAKE TEARS THUNDER WAVE	NORMAL NORMAL DARK ELECTRIC	MINUN ♂  ABILITY: MINUS ITEM: —	ELECTRIC HELPING HAND ENCORE CHARM QUICK ATTACK

BATTLE 15: ARDO GUY ♂

SPOINK ♀  ABILITY: OWN TEMPO ITEM: MACHO BRACE	PSYCHIC PSYWAVE MAGIC COAT CONFUSE RAY SUBSTITUTE	PSYCHIC PSYCHIC GHOST NORMAL	GRIMER ♂  ABILITY: STICKY HOLD ITEM: —	POISON DISABLE ACID ARMOR POUND POISON GAS	NORMAL POISON NORMAL POISON	NINCADA ♂  ABILITY: COMPOUNDEYES ITEM: -	BUG-GROUND SCRATCH LEECH LIFE HARDEN MUD-SLAP
ARON ♀  ABILITY: STURDY ITEM: —	STEEL-ROCK METAL CLAW METAL SOUND HARDEN TACKLE	STEEL STEEL NORMAL NORMAL	LUVDISC ♀  ABILITY: SWIFT SWIM ITEM: —	WATER AGILITY WATER GUN ATTRACT CHARM	PSYCHIC WATER NORMAL NORMAL	HOUNDOUR ♂  ABILITY: FLASH FIRE ITEM: —	DARK-FIRE ROAR FIRE SPIN LEER THIEF

BATTLE 16: FEREN TEACHER ♀

TENTACOOL ♀	WATER-POISON	LOMBRE ♂	WATER-GRASS	STARYU	WATER
ABILITY: LIQUID Ooze ITEM: —	SUPersonic CONstrict ACID POISON STING	NORMAL NORMAL POISON POISON	ABILITY: SWIFT SWIM ITEM: —	WATER SPORT RAIN DANCE ABSORB FAKE OUT	WATER WATER GRASS NORMAL
CLAMPERL ♀	WATER	CORSOLA ♀	WATER-ROCK	WAILMER ♂	WATER
ABILITY: SHELL ARMOR ITEM: DEEPSEATOOTH	CLAMP IRON DEFENSE WHIRLPOOL WATER GUN	WATER STEEL WATER WATER	ABILITY: HUSTLE ITEM: —	ROCK BLAST SPIKE CANNON MIRROR COAT ATTRACT	ROCK NORMAL PSYCHIC NORMAL

BATTLE 17: MALOO RIDER ♀

CACNEA ♀	GRASS	NUZLEAF ♂	GRASS-DARK	SKIPLOOM ♀	GRASS-FLYING
ABILITY: SAND VEIL ITEM: —	SAND-ATTACK SPIKES INGRAIN ACID	GROUND GROUND GRASS POISON	ABILITY: CHLOROPHYLL ITEM: —	HARDEN TORMENT POUND FAKE OUT	NORMAL DARK NORMAL NORMAL
LILEEP ♂	ROCK-GRASS	GLOOM ♀	GRASS-POISON	GROVYLE ♂	GRASS
ABILITY: SUCTION CUPS ITEM: —	AMNESIA INGRAIN ACID ASTONISH	PSYCHIC GRASS POISON GHOST	ABILITY: CHLOROPHYLL ITEM: —	ABSORB MOONLIGHT SWEET SCENT ACID	GRASS NORMAL NORMAL POISON

BATTLE 18: DOIMO RESEARCHER ♂

PHANPY ♂	GROUND	DELIBIRD ♀	ICE-FLYING	KOFFING ♂	POISON
ABILITY: PICKUP ITEM: —	DEFENSE CURL ROLLOUT TACKLE ENDURE	NORMAL ROCK NORMAL NORMAL	ABILITY: HUSTLE ITEM: —	PRESENT PROTECT RAPID SPIN HAIL	NORMAL NORMAL NORMAL ICE
VIBRAVA ♀	GROUND-DRAGON	TEDDIURSA ♂	NORMAL	RHYHORN ♀	GROUND-ROCK
ABILITY: LEVITATE ITEM: —	SAND TOMB SCREECH DRAGONBREATH SANDSTORM	GROUND NORMAL DRAGON ROCK	ABILITY: PICKUP ITEM: —	FAKE TEARS SNORE REST SCRATCH	DARK NORMAL PSYCHIC NORMAL

BATTLE 19: HEBEL COOLTRAINER ♂

ANORITH ♂	ROCK-BUG	BEAUTIFLY ♀	BUG-FLYING	DUSTOX ♂	BUG-POISON
ABILITY: BATTLE ARMOR ITEM: —	SWORDS DANCE PROTECT FURY CUTTER SCRATCH	NORMAL NORMAL BUG NORMAL	ABILITY: SWARM ITEM: —	GUST ATTRACT MORNING SUN MEGA DRAIN	FLYING NORMAL NORMAL GRASS
LEDIAN ♀	BUG-FLYING	ARIADOS ♀	BUG-POISON	YANMA ♂	BUG-FLYING
ABILITY: SWARM ITEM: —	SUPersonic SWIFT AGILITY FRUSTRATION	NORMAL NORMAL PSYCHIC NORMAL	ABILITY: INSOMNIA ITEM: —	CONSTRICT NIGHT SHADE SCARY FACE FLASH	NORMAL GHOST NORMAL NORMAL

BATTLE 20: ERBEN AREA LEADER ♂

GRAVELER ♂	ROCK-GROUND	ROSELIA ♂	GRASS-POISON	LOUDRED ♀	NORMAL
ABILITY: ROCK HEAD ITEM: —	ROCK THROW MAGNITUDE ROLLOUT MUD SPORT	ROCK GROUND ROCK GROUND	ABILITY: POISON POINT ITEM: —	SWEET SCENT GRASSWHISTLE MEGA DRAIN TOXIC	NORMAL GRASS GRASS POISON
WOBBUFFET ♀	PSYCHIC	DELCATTY ♀	NORMAL	MACHOKE ♂	FIGHTING
ABILITY: SHADOW TAG ITEM: —	COUNTER SAFEGUARD MIRROR COAT DESTINY BOND	FIGHTING NORMAL PSYCHIC GHOST	ABILITY: CUTE CHARM ITEM: —	ATTRACT COVET CALM MIND DIG	LOW KICK KARATE CHOP SEISMIC TOSS FORESIGHT

AREA 3

POKé COUPON: 200 points

BATTLE 21: SIDO ST. PERFORMER ♀

NOSEPASS ♀	ROCK	AIPOM ♂	NORMAL	SABLEYE ♂	DARK- GHOST
ABILITY: MAGNET PULL ITEM: —	TACKLE ROLLOUT HARDEN LOCK-ON	NORMAL ROCK NORMAL NORMAL	ABILITY: PICKUP ITEM: —	TICKLE SCREECH SWIFT SCRATCH	NORMAL NORMAL NORMAL NORMAL
SPINDA ♀	NORMAL	MAWILE ♀	STEEL	COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: OWN TEMPO ITEM: —	HYPNOSIS TACKLE UPROAR TEETER DANCE	PSYCHIC NORMAL NORMAL NORMAL	ABILITY: INTIMIDATE ITEM: —	VICEGRIP SWALLOW STOCKPILE ASTONISH	NORMAL NORMAL NORMAL GHOST
VOLBEAT ♂	BUG	MARSHTOMP ♂	WATER-GROUND	ILLUMISE ♀	BUG
ABILITY: SWARM ITEM: —	CONFUSE RAY QUICK ATTACK TAIL GLOW PROTECT	GHOST NORMAL BUG NORMAL	ABILITY: TORRENT ITEM: —	BIDE MUD SPORT TACKLE WATER GUN	NORMAL GROUND NORMAL WATER
JIGGLYPUFF ♀	NORMAL	KADABRA ♂	PSYCHIC	SPHEAL ♀	ICE-WATER
ABILITY: CUTE CHARM ITEM: —	DEFENSE CURL ROLLOUT SING POUND	NORMAL ROCK NORMAL NORMAL	ABILITY: INNER FOCUS ITEM: —	KINESIS CONFUSION RECOVER TRICK	PSYCHIC PSYCHIC NORMAL PSYCHIC

BATTLE 22: KIMBER ATHLETE ♀

VOLBEAT ♂	BUG	MARSHTOMP ♂	WATER-GROUND	ILLUMISE ♀	BUG
ABILITY: SWARM ITEM: —	CONFUSE RAY QUICK ATTACK TAIL GLOW PROTECT	GHOST NORMAL BUG NORMAL	ABILITY: TORRENT ITEM: —	BIDE MUD SPORT TACKLE WATER GUN	NORMAL GROUND NORMAL WATER
JIGGLYPUFF ♀	NORMAL	KADABRA ♂	PSYCHIC	SPHEAL ♀	ICE-WATER
ABILITY: CUTE CHARM ITEM: —	DEFENSE CURL ROLLOUT SING POUND	NORMAL ROCK NORMAL NORMAL	ABILITY: INNER FOCUS ITEM: —	KINESIS CONFUSION RECOVER TRICK	PSYCHIC PSYCHIC NORMAL PSYCHIC
WOOPEE ♀	WATER-GROUND	SHROOMISH ♀	GRASS	MARILL ♂	WATER
ABILITY: DAMP ITEM: —	MUD SHOT YAWN TAIL WHIP MIST	GROUND NORMAL NORMAL ICE	ABILITY: EFFECT SPORE ITEM: —	TACKLE GIGA DRAIN POISONPOWDER LEECH SEED	NORMAL GRASS POISON GRASS
MAKUHITA ♂	FIGHTING	LOTAD ♂	WATER-GRASS	WHISMUR ♂	NORMAL
ABILITY: THICK FAT ITEM: —	FAKE OUT ROCK SMASH WHIRLWIND ENDURE	NORMAL FIGHTING NORMAL NORMAL	ABILITY: SWIFT SWIM ITEM: —	GROWL RAZOR LEAF RAIN DANCE ABSORB	NORMAL GRASS WATER GRASS

BATTLE 23: RENFAR CHASER ♂

WOOPER ♀	WATER-GROUND	SHROOMISH ♀	GRASS	MARILL ♂	WATER
ABILITY: DAMP ITEM: —	MUD SHOT YAWN TAIL WHIP MIST	GROUND NORMAL NORMAL ICE	ABILITY: EFFECT SPORE ITEM: —	TACKLE GIGA DRAIN POISONPOWDER LEECH SEED	NORMAL GRASS POISON GRASS
MAKUHITA ♂	FIGHTING	LOTAD ♂	WATER-GRASS	WHISMUR ♂	NORMAL
ABILITY: THICK FAT ITEM: —	FAKE OUT ROCK SMASH WHIRLWIND ENDURE	NORMAL FIGHTING NORMAL NORMAL	ABILITY: SWIFT SWIM ITEM: —	GROWL RAZOR LEAF RAIN DANCE ABSORB	NORMAL GRASS WATER GRASS

BATTLE 24: RATEIS COOLTRAINER ♀

NINCADA ♂	BUG-GROUND	ZUBAT ♀	POISON-FLYING	SWINUB ♂	ICE-GROUND
ABILITY: COMPOUNDEYES ITEM: —	GIGA DRAIN MUD-SLAP FALSE SWIPE METAL CLAW	GRASS GROUND NORMAL STEEL	ABILITY: INNER FOCUS ITEM: —	AIR CUTTER MEAN LOOK POISON FANG HAZE	FLYING NORMAL POISON ICE
SENTRET ♀	NORMAL	PINECO ♀	BUG	TAILLOW ♀	NORMAL-FLYING
ABILITY: KEEN EYE ITEM: —	HELPING HAND QUICK ATTACK REST CUT	NORMAL NORMAL PSYCHIC NORMAL	ABILITY: STURDY ITEM: —	PROTECT BIDE RAPID SPIN EXPLOSION	NORMAL NORMAL NORMAL NORMAL
SLUGMA ♂	FIRE	VULPIX ♀	FIRE	NUMEL ♂	FIRE-GROUND
ABILITY: FLAME BODY ITEM: —	SMOG ROCK THROW AMNESIA ACID ARMOR	POISON ROCK PSYCHIC POISON	ABILITY: FLASH FIRE ITEM: —	CONFUSE RAY GRUDGE FAINT ATTACK FIRE SPIN	POISON GHOST DARK FIRE
QUILAVA ♂	FIRE	TORCHIC ♂	FIRE	COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: BLAZE ITEM: —	SMOKESCREEN CUT EMBER FADE	NORMAL NORMAL FIRE NORMAL	ABILITY: BLAZE ITEM: —	ROCK SLIDE SCRATCH PROTECT FOCUS ENERGY	ROCK NORMAL NORMAL NORMAL

BATTLE 25: HOGLO FUN OLD MAN ♂

SLUGMA ♂	FIRE	VULPIX ♀	FIRE	NUMEL ♂	FIRE-GROUND
ABILITY: FLAME BODY ITEM: —	SMOG ROCK THROW AMNESIA ACID ARMOR	POISON ROCK PSYCHIC POISON	ABILITY: FLASH FIRE ITEM: —	CONFUSE RAY GRUDGE FAINT ATTACK FIRE SPIN	POISON GHOST DARK FIRE
QUILAVA ♂	FIRE	TORCHIC ♂	FIRE	COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: BLAZE ITEM: —	SMOKESCREEN CUT EMBER FADE	NORMAL NORMAL FIRE NORMAL	ABILITY: BLAZE ITEM: —	ROCK SLIDE SCRATCH PROTECT FOCUS ENERGY	ROCK NORMAL NORMAL NORMAL

BATTLE 26: ISETTE LADY IN SUIT ♀

SHEDINJA	BUG- GHOST	PIKACHU ♀	ELECTRIC	SEEDOT ♂	GRASS
ABILITY: WONDER GUARD ITEM: —	GRUDGE SWORDS DANCE SAND-ATTACK FALSE SWIPE	GHOST NORMAL GROUND NORMAL	ABILITY: STATIC ITEM: —	FACADE TAIL WHIP QUICK ATTACK THUNDER WAVE	NORMAL NORMAL NORMAL ELECTRIC
GULPIN ♀	POISON	PoOCHYENA ♀	DARK	SNUBBULL ♀	NORMAL
ABILITY: STICKY HOLD ITEM: —	YAWN STOCKPILE SLUDGE SWALLOW	NORMAL NORMAL POISON NORMAL	ABILITY: RUN AWAY ITEM: —	HOWL ODOR SLEUTH BITE POISON FANG	NORMAL NORMAL DARK POISON

BATTLE 27: NOREL BANDANA GUY ♂

ZIGZAGOON ♂	NORMAL	TOGEPI ♂	NORMAL	SKITTY ♀	NORMAL
ABILITY: PICKUP ITEM: —	GROWL COVET DIG BELLY DRUM	NORMAL NORMAL GROUND NORMAL	ABILITY: SERENE GRACE ITEM: —	CHARM DOUBLE-EDGE METRONOME SWEET KISS	NORMAL NORMAL NORMAL NORMAL
DODUO ♂	NORMAL-FLYING	TEDDIURSA ♀	NORMAL	LOUDRED ♂	NORMAL
ABILITY: EARLY BIRD ITEM: —	PURSUIT AGILITY PECK UPROAR	DARK PSYCHIC FLYING NORMAL	ABILITY: PICKUP ITEM: —	LEER CUT FAINT ATTACK COUNTER	NORMAL NORMAL DARK FIGHTING

BATTLE 28: BRENA LADY ♀

HOOTHOOT ♂	NORMAL-FLYING	LEDYBA ♀	BUG-FLYING	WINGULL ♂	WATER-FLYING
ABILITY: INSOMNIA ITEM: —	REFLECT AERIAL ACE CONFUSION FLASH	PSYCHIC FLYING PSYCHIC NORMAL	ABILITY: EARLY BIRD ITEM: —	SUPERSONIC SWIFT BATON PASS AERIAL ACE	NORMAL NORMAL NORMAL FLYING
SWABLU ♂	NORMAL-FLYING	NATU ♂	PSYCHIC-FLYING	DELIBIRD ♂	ICE-FLYING
ABILITY: NATURAL CURE ITEM: —	AGILITY TAKE DOWN PURSUIT SING	PSYCHIC NORMAL DARK NORMAL	ABILITY: SYNCHRONIZE ITEM: —	QUICK ATTACK WISH NIGHT SHADE LEER	NORMAL NORMAL GHOST NORMAL

BATTLE 29: WAGEL WORKER ♂

SPINARAK ♀	BUG-POISON	ODDISH ♂	GRASS-POISON	GRIMER ♀	POISON
ABILITY: SWARM ITEM: —	AGILITY NIGHT SHADE CONSTRIC LEECH LIFE	PSYCHIC GHOST NORMAL BUG	ABILITY: CHLOROPHYLL ITEM: —	ABSORB MOONLIGHT ACID RAZOR LEAF	GRASS NORMAL POISON GRASS
TENTACOOL ♂	WATER-POISON	KOFFING ♀	POISON	ROSELIA ♀	GRASS-POISON
ABILITY: LIQUID Ooze ITEM: —	SUPERSONIC SCREECH TOXIC ACID	NORMAL NORMAL POISON POISON	ABILITY: LEVITATE ITEM: —	SMOKESCREEN SCREECH MEMENTO WILL-O-WISP	NORMAL NORMAL DARK FIRE

BATTLE 30: LEVEN AREA LEADER ♀

GEODUDE ♀	ROCK-GROUND	SANDSHREW ♂	GROUND	BALTOY	GROUND-PSYCHIC
ABILITY: ROCK HEAD ITEM: —	ROCK THROW MAGNITUDE MUD SPORT ROLLOUT	ROCK GROUND GROUND ROCK	ABILITY: SAND VEIL ITEM: —	SWORDS DANCE SLASH SAND-ATTACK SWIFT	NORMAL NORMAL GROUND NORMAL
LARVITAR ♀	ROCK-GROUND	TRAPINCH ♂	GROUND	RHYHORN ♂	GROUND-ROCK
ABILITY: GUTS ITEM: —	ROCK SLIDE SCARY FACE THRASH BITE	ROCK NORMAL NORMAL DARK	ABILITY: HYPER CUTTER ITEM: —	BITE SAND TOMB SAND-ATTACK DIG	DARK GROUND GROUND GROUND

AREA 4**POKé COUPON: 400 points****BATTLE 31: HILDON RESEARCHER ♂**

HOPPIP ♀  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	GRASS-FLYING NORMAL GRASS GRASS NORMAL	SMEARGLE ♂  ABILITY: OWN TEMPO ITEM: CITRUS BERRY	NORMAL DETECT METAL CLAW TAUNT METAL SOUND	NORMAL STEEL DARK STEEL	WYNAUT ♀  ABILITY: SHADOW TAG ITEM: SHELL BELL	PSYCHIC CHARM MIRROR COAT COUNTER DESTINY BOND	
SURSKIT ♂  ABILITY: SWIFT SWIM ITEM: ORAN BERRY	BUG-WATER BUBBLEBEAM MUD SHOT HAZE WATER SPORT	WATER GROUND ICE WATER	KIRLIA ♂  ABILITY: TRACE ITEM: CHESTO BERRY	PSYCHIC CONFUSION CALM MIND DOUBLE TEAM FUTURE SIGHT	PSYCHIC PSYCHIC NORMAL PSYCHIC	SLAKOTH ♀  ABILITY: TRUANT ITEM: BRIGHT POWDER	NORMAL YAWN JUMPSNAKE FAINT ATTACK SLASH

BATTLE 32: TARY ROLLER BOY ♂

MEDITITE ♀  ABILITY: PURE POWER ITEM: WIKI BERRY	FIGHTING-PSYCHIC NORMAL NORMAL PSYCHIC FIGHTING	MAGNEMITE  ABILITY: STURDY ITEM: AGUAV BERRY	ELECTRIC-STEEL METAL SOUND THUNDERSHOCK SUPERSONIC SWIFT	STEEL ELECTRIC NORMAL NORMAL	SHUPPET ♂  ABILITY: INSOMNIA ITEM: SPELL TAG	GHOST NIGHT SHADE SHADOW BALL CURSE DISABLE	
ARON ♂  ABILITY: ROCK HEAD ITEM: LIECHI BERRY	STEEL-ROCK DIG METAL CLAW IRON DEFENSE MUD-SLAP	GROUND STEEL STEEL GROUND	BARBOACH ♀  ABILITY: OBLIVIOUS ITEM: FIGY BERRY	WATER-GROUND SPARK MAGNITUDE MUD SPORT WATER GUN	ELECTRIC GROUND GROUND WATER	MAREEP ♂  ABILITY: STATIC ITEM: LUM BERRY	ELECTRIC TAKE DOWN COTTON SPORE THUNDER WAVE LIGHT SCREEN

BATTLE 33: SASON HUNTER ♀

DUSKULL ♂  ABILITY: LEVITATE ITEM: QUICK CLAW	GHOST NIGHT SHADE MEAN LOOK FORESIGHT FUTURE SIGHT	TREECKO ♂  ABILITY: OVERGROW ITEM: LUM BERRY	GRASS DRAGONBREATH CUT AGILITY GIGA DRAIN	DRAGON NORMAL PSYCHIC GRASS	HORSEA ♀  ABILITY: SWIFT SWIM ITEM: MAGO BERRY	WATER SMOKESCREEN AGILITY AURORA BEAM WATER GUN	
SNORUNT ♂  ABILITY: INNER FOCUS ITEM: WIKI BERRY	ICE PROTECT ICY WIND BITE HAIL	NORMAL ICE DARK ICE	ABRA ♂  ABILITY: INNER FOCUS ITEM: IAPAPA BERRY	PSYCHIC REFLECT FIRE PUNCH FLASH THUNDERPUNCH	PSYCHIC FIRE NORMAL ELECTRIC	REMORAIID ♀  ABILITY: HUSTLE ITEM: FIGY BERRY	WATER LOCK-ON BUBBLEBEAM PSYBEAM FOCUS ENERGY

BATTLE 34: ROEX RICH BOY ♂

BAGON ♀  ABILITY: ROCK HEAD ITEM: SCOPE LENS	DRAGON HEADBUTT SCARY FACE DRAGON RAGE DRAGON DANCE	GOLDEEN ♂  ABILITY: WATER VEIL ITEM: ORAN BERRY	WATER MUD SPORT HORN ATTACK SUPERSONIC TAIL WHIP	GROUND NORMAL NORMAL NORMAL	BAYLEEF ♂  ABILITY: OVERGROW ITEM: SITRUS BERRY	GRASS POISONPOWDER LEECH SEED BODY SLAM LIGHT SCREEN	
MURKROW ♀  ABILITY: INSOMNIA ITEM: BLACKGLASSES	DARK-FLYING PURSUIT FAINT ATTACK HAZE TAUNT	DARK DARK ICE DARK	SPOINK ♂  ABILITY: THICK FAT ITEM: MACHO BRACE	PSYWAVE REST PSYCH UP SNORE	PSYCHIC PSYCHIC NORMAL NORMAL	MACHOP ♂  ABILITY: GUTS ITEM: WHITE HERB	FIGHTING LOW KICK SCARY FACE SEISMIC TOSS MEDITATE

BATTLE 35: DERON ATHLETE ♂

CORPHISH ♂  ABILITY: SHELL ARMOR ITEM: WIKI BERRY	WATER PROTECT BUBBLEBEAM VICEGRIP SWORDS DANCE	CACNEA ♂  ABILITY: SAND VEIL ITEM: CITRUS BERRY	GRASS FAINT ATTACK COTTON SPORE NEEDLE ARM SANDSTORM	DARK GRASS GRASS ROCK	CARVANHA ♂  ABILITY: ROUGH SKIN ITEM: AGUAV BERRY	WATER-DARK LEER SCREECH CRUNCH AGILITY	
PHANPY ♀  ABILITY: PICKUP ITEM: BRIGHT POWDER	GROUND DEFENSE CURL BODY SLAM TAKE DOWN FLAIL	NORMAL NORMAL NORMAL NORMAL	ELECTRIKE ♀  ABILITY: STATIC ITEM: LEFTOVERS	QUICK ATTACK BITE SPARK CHARGE	NORMAL DARK ELECTRIC ELECTRIC	BELDUM ABILITY: CLEAR BODY ITEM: CHOICE BAND	STEEL-PSYCHIC TAKE DOWN NORMAL

BATTLE 36: TIANA BODYBUILDER ♀

MUDKIP ♂	WATER	TOTODILE ♂	WATER	PSYDUCK ♂	WATER
 ABILITY: TORRENT ITEM: SITRUS BERRY	WHIRLPOOL TAKE DOWN MUD SPORT PROTECT	 ABILITY: TORRENT ITEM: LAX INCENSE	LEER SLASH WATER GUN ROCK SLIDE	 ABILITY: CLOUD NINE ITEM: IAPAPA BERRY	SCRATCH DISABLE PSYBEAM PSYCH UP
CHINCHOU ♀	WATER-ELECTRIC	LUVDISC ♀	WATER	STARYU	WATER
 ABILITY: VOLT ABSORB ITEM: FIGY BERRY	FLAIL SUPERSONIC SPARK THUNDER WAVE	 ABILITY: SWIFT SWIM ITEM: LUM BERRY	TACKLE ATTRACT TAKE DOWN MUD SPORT	 ABILITY: NATURAL CURE ITEM: LIECHI BERRY	RECOVER WATER PULSE SWIFT MINIMIZE

BATTLE 37: MORIL COOLTRAINER ♂

VOLTORB	ELECTRIC	LOMBRE ♀	WATER-GRASS	CLAMPERL ♂	WATER
 ABILITY: SOUNDPROOF ITEM: SCOPE LENS	CHARGE SONICBOOM SPARK MIRROR COAT	 ABILITY: RAIN DISH ITEM: MAGO BERRY	NATURE POWER THIEF FAKE OUT GROWL	 ABILITY: SHELL ARMOR ITEM: DEEPSEASCALE	WATER PULSE CLAMP BODY SLAM IRON DEFENSE
NUZLEAF ♀	GRASS-DARK	VIBRAVA ♂	GROUND-DRAGON	TEDDIURSA ♀	NORMAL
 ABILITY: EARLY BIRD ITEM: IAPAPA BERRY	HARDEN TORMENT FAINT ATTACK RAZOR WIND	 ABILITY: LEVITATE ITEM: AGUAV BERRY	BITE FAINT ATTACK SAND-ATTACK SCREECH	 ABILITY: PICKUP ITEM: WHITE HERB	LEER FURY SWIPES LICK FAINT ATTACK

BATTLE 38: GRENADE FUN OLD LADY ♀

GRAVELER ♀	ROCK-GROUND	AIPOM ♀	NORMAL	NOSEPASS ♂	ROCK
 ABILITY: ROCK HEAD ITEM: LUM BERRY	TACKLE ROCK SLIDE DEFENSE CURL MAGNITUDE	 ABILITY: PICKUP ITEM: FIGY BERRY	PURSUIT TICKLE TAIL WHIP SWIFT	 ABILITY: MAGNET PULL ITEM: ORAN BERRY	ROCK THROW ROCK SLIDE THUNDER WAVE LOCK-ON
ANORITH ♂	ROCK-BUG	LILEEP ♂	ROCK-GRASS	SPINDA ♂	NORMAL
 ABILITY: BATTLE ARMOR ITEM: LEPPA BERRY	HARDEN ANCIENTPOWER PROTECT SLASH	 ABILITY: SUCTION CUPS ITEM: PERSIM BERRY	AMNESIA CONFUSE RAY ACID ANCIENTPOWER	 ABILITY: OWN TEMPO ITEM: SITRUS BERRY	FAINT ATTACK HYPNOSIS DIZZY PUNCH PSYCH UP

BATTLE 39: LOHON RIDER ♂

CORSOLA ♀	WATER-ROCK	SKIPLOOM ♂	GRASS-FLYING	MACHOKE ♂	FIGHTING
 ABILITY: HUSTLE ITEM: MAGO BERRY	REFRESH MIRROR COAT BUBBLEBEAM ANCIENTPOWER	 ABILITY: CHLOROPHYLL ITEM: IAPAPA BERRY	TACKLE COTTON SPORE SLEEP POWDER MEGA DRAIN	 ABILITY: GUTS ITEM: SHELL BELL	ROCK TOMB KARATE CHOP FOCUS ENERGY FORESIGHT
PLUSLE ♂	ELECTRIC	BEAUTIFLY ♂	BUG-FLYING	LINOONE ♀	NORMAL
 ABILITY: PLUS ITEM: LUM BERRY	SPARK QUICK ATTACK FAKE TEARS AGILITY	 ABILITY: SWARM ITEM: AGUAV BERRY	STUN SPORE SILVER WIND MORNING SUN GIGA DRAIN	 ABILITY: PICKUP ITEM: CHESTO BERRY	HEADBUTT SHOCK WAVE ODOR SLEUTH REST

BATTLE 40: SLEWIS AREA LEADER ♂

KADABRA ♂	PSYCHIC	MAWILE ♂	STEEL	DUSTOX ♀	BUG-POISON
 ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER	CONFUSION THIEF REFLECT ROLE PLAY	 ABILITY: INTIMIDATE ITEM: AGUAV BERRY	FAKE TEARS VICEGRIP BITE IRON DEFENSE	 ABILITY: SHIELD DUST ITEM: LEFTOVERS	MOONLIGHT SILVER WIND PSYBEAM TOXIC
SWELLOW ♀	NORMAL-FLYING	GROVYLE ♂	GRASS	MARSHTOMP ♂	WATER-GROUND
 ABILITY: GUTS ITEM: SCOPE LENS	GROWL WING ATTACK QUICK ATTACK DOUBLE TEAM	 ABILITY: OVERGROW ITEM: SITRUS BERRY	SCREECH PURSUIT LEAF BLADE FALSE SWIPE	 ABILITY: TORRENT ITEM: MYSTIC WATER	TACKLE MUD SHOT WATER GUN ENDEAVOR

AREA 5

POKé COUPON: 800 points

BATTLE 41: ORSAK FUN OLD MAN ♂

	LEDIAN ♂	BUG-FLYING		SABLEYE ♀	DARK-GHOST		FLAAFFY ♂	ELECTRIC
ABILITY: SWARM ITEM: LIECHI BERRY	BATON PASS LIGHT SCREEN SILVER WIND SWIFT	NORMAL PSYCHIC BUG NORMAL	ABILITY: KEEN EYE ITEM: WIKI BERRY	NIGHT SHADE FAINT ATTACK ASTONISH CONFUSE RAY	GHOST DARK GHOST GHOST	ABILITY: STATIC ITEM: BRIGHT POWDER	THUNDESSHOCK LIGHT SCREEN COTTON SPORE TAKE DOWN	ELECTRIC PSYCHIC GRASS NORMAL
	YANMA ♀	BUG-FLYING		VOLBEAT ♂	BUG		GLOOM ♂	GRASS-POISON
ABILITY: SPEED BOOST ITEM: SITRUS BERRY	DOUBLE TEAM DETECT SONICBOOM WING ATTACK	NORMAL FIGHTING NORMAL FLYING	ABILITY: SWARM ITEM: RAWST BERRY	MOONLIGHT SIGNAL BEAM TAIL GLOW PROTECT	NORMAL BUG BUG NORMAL	ABILITY: CHLOROPHYLL ITEM: SILVER POWDER	SLEEP POWDER MOONLIGHT ACID PETAL DANCE	GRASS NORMAL POISON GRASS

BATTLE 42: GOHN HUNTER ♂

	MINUN ♀	ELECTRIC		ARIADOS ♂	BUG-POISON		RHYHORN ♀	GROUND-ROCK
ABILITY: MINUS ITEM: ORAN BERRY	GROWL SPARK QUICK ATTACK CHARGE	NORMAL NORMAL NORMAL NORMAL	ABILITY: INSOMNIA ITEM: LEPPA BERRY	LEECH LIFE CONSTRIC SIGNAL BEAM NIGHT SHADE	BUG NORMAL BUG GHOST	ABILITY: LIGHTNINGROD ITEM: MENTAL HERB	DIG STOMP ROCK TOMB SCARY FACE	GROUND NORMAL ROCK NORMAL
	HOUNDOUR ♂	DARK-FIRE		CORPHISH ♂	WATER		WOBBUFFET ♂	PSYCHIC
ABILITY: FLASH FIRE ITEM: BLACKGLASSES	SMOG ROAR EMBER CRUNCH	POISON NORMAL FIRE DARK	ABILITY: HYPER CUTTER ITEM: WIKI BERRY	KNOCK OFF BUBBLEBEAM ANCIENTPOWER TAUNT	DARK WATER ROCK DARK	ABILITY: SHADOW TAG ITEM: CHERI BERRY	COUNTER ENCORE MIRROR COAT CHARM	FIGHTING NORMAL PSYCHIC NORMAL

BATTLE 43: DEATS GUY ♂

	REMORAIID ♀	WATER		CARVANHA ♂	WATER-DARK		CROCONAW ♂	WATER
ABILITY: HUSTLE ITEM: FIGY BERRY	PSYBEAM BUBBLEBEAM AURORA BEAM HAZE	PSYCHIC WATER ICE ICE	ABILITY: ROUGH SKIN ITEM: MAGO BERRY	FOCUS ENERGY CRUNCH SCARY FACE SWAGGER	NORMAL DARK NORMAL NORMAL	ABILITY: TORRENT ITEM: IAPAPA BERRY	WATER PULSE SCREECH SLASH BITE	WATER NORMAL NORMAL DARK
	MUDKIP ♂	WATER		PIKACHU ♂	ELECTRIC		CHINCHOU ♀	WATER-ELECTRIC
ABILITY: TORRENT ITEM: AGUAV BERRY	STOMP MUD SPORT WATER GUN ENDEAVOR	NORMAL GROUND WATER NORMAL	ABILITY: STATIC ITEM: ASPEAR BERRY	THUNDER WAVE SLAM QUICK ATTACK DOUBLE TEAM	ELECTRIC NORMAL NORMAL NORMAL	ABILITY: VOLT ABSORB ITEM: SITRUS BERRY	THUNDER WAVE WATER PULSE TAKE DOWN FLASH	ELECTRIC WATER NORMAL NORMAL

BATTLE 44: TASH TEACHER ♀

	DUNSPARCE ♂	NORMAL		GEODUDE ♀	ROCK-GROUND		ILLUMISE ♀	BUG
ABILITY: SERENE GRACE ITEM: LEFTOVERS	DEFENSE CURL PURSUIT YAWN HEADBUTT	NORMAL DARK NORMAL NORMAL	ABILITY: ROCK HEAD ITEM: HARD STONE	ROCK SLIDE ROLLOUT DEFENSE CURL MAGNITUDE	ROCK ROCK NORMAL GROUND	ABILITY: OBLIVIOUS ITEM: CHESTO BERRY	SWEET SCENT QUICK ATTACK MOONLIGHT SILVER WIND	NORMAL NORMAL NORMAL BUG
	ARON ♂	STEEL-ROCK		SANDSHREW ♀	GROUND		LILEEP ♂	ROCK-GRASS
ABILITY: ROCK HEAD ITEM: SCOPE LENS	HEADBUTT IRON DEFENSE METAL CLAW STOMP	NORMAL STEEL STEEL NORMAL	ABILITY: SAND VEIL ITEM: PECHA BERRY	DEFENSE CURL SAND TOMB CRUSH CLAW SLASH	NORMAL GROUND NORMAL NORMAL	ABILITY: SUCTION CUPS ITEM: LUM BERRY	ANCIENTPOWER SPIT UP STOCKPILE SWALLOW	ROCK NORMAL NORMAL NORMAL

BATTLE 45: ACRON GLASSES MAN ♂

	SNORUNT ♀	ICE		GRIMER ♀	POISON		PSYDUCK ♀	WATER
ABILITY: INNER FOCUS ITEM: NEVERMELTICE	ICY WIND CRUNCH HEADBUTT HAIL	ICE DARK NORMAL ICE	ABILITY: STICKY HOLD ITEM: POISON BARB	SLUDGE MEMENTO ACID ARMOR SHADOW PUNCH	POISON DARK POISON GHOST	ABILITY: DAMP ITEM: MYSTIC WATER	PSYBEAM WATER PULSE WATER SPORT PSYCH UP	PSYCHIC WATER WATER NORMAL
	MAGNEMITE	ELECTRIC-STEEL		CYNDquil ♂	FIRE		LARVITAR ♂	ROCK-GROUND
ABILITY: MAGNET PULL ITEM: MAGNET	THUNDER WAVE SWIFT SPARK SCREECH	ELECTRIC NORMAL ELECTRIC NORMAL	ABILITY: BLAZE ITEM: SCOPE LENS	REVERSAL FLAME WHEEL CUT LEER	FIGHTING FIRE NORMAL NORMAL	ABILITY: GUTS ITEM: PERSIM BERRY	STOMP SANDSTORM THRASH CRUNCH	NORMAL ROCK NORMAL DARK

BATTLE 46: KIMERY RIDER ♀

MACHOP ♂	FIGHTING	GULPIN ♀	POISON	SNUBBULL ♀	NORMAL
ABILITY: GUTS ITEM: LIECHI BERRY	FOCUS ENERGY REVENGE SEISMIC TOSSED VITAL THROW	NORMAL FIGHTING FIGHTING FIGHTING	ABILITY: STICKY HOLD ITEM: IAPAPA BERRY	SLUDGE SPIT UP STOCKPILE SWALLOW	POISON NORMAL NORMAL NORMAL
GOLDEEN ♂	WATER	LUVDISC ♀	WATER	BAGON ♀	DRAGON
ABILITY: WATER VEIL ITEM: SEA INCENSE	PSYBEAM HORN ATTACK SUPersonic WATERFALL	PSYCHIC NORMAL NORMAL WATER	ABILITY: SWIFT SWIM ITEM: SHELL BELL	WATER PULSE SWEET KISS TAKE DOWN SAFEGUARD	WATER NORMAL NORMAL NORMAL
					

BATTLE 47: RAWLES BODYBUILDER ♂

CHIMECHO ♀	PSYCHIC	DODUO ♀	NORMAL-FLYING	ABRA ♂	PSYCHIC
ABILITY: LEVITATE ITEM: TWISTED SPOON	ASTONISH PSYWAVE CONFUSION SAFEGUARD	GHOST PSYCHIC PSYCHIC NORMAL	ABILITY: EARLY BIRD ITEM: ORAN BERRY	GROWL AERIAL ACE UPROAR AGILITY	NORMAL FLYING NORMAL PSYCHIC
TREECKO ♂	GRASS	VOLTORB	ELECTRIC	STARYU	WATER
ABILITY: OVERGROW ITEM: RAWST BERRY	CRUNCH SLAM AGILITY GIGA DRAIN	DARK NORMAL PSYCHIC GRASS	ABILITY: SOUNDPROOF ITEM: IAPAPA BERRY	CHARGE SWIFT SPARK LIGHT SCREEN	ELECTRIC NORMAL ELECTRIC PSYCHIC
					

BATTLE 48: ROSNO COOLTRAINER ♀

SKIPLOOM ♀	GRASS-FLYING	ODDISH ♂	GRASS-POISON	BELLOSSOM ♀	GRASS
ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	POISONPOWDER LEECH SEED SYNTHESIS MEGA DRAIN	POISON GRASS GRASS GRASS	ABILITY: CHLOROPHYLL ITEM: LEFTOVERS	RAZOR LEAF GIGA DRAIN CUT PETAL DANCE	GRASS GRASS NORMAL GRASS
CHIKORITA ♂	GRASS	LOMBRE ♀	WATER-GRASS	CACNEA ♂	GRASS
ABILITY: OVERGROW ITEM: SITRUS BERRY	RAZOR LEAF SAFEGUARD BODY SLAM SOLARBEAM	GRASS NORMAL NORMAL GRASS	ABILITY: RAIN DISH ITEM: AGUAV BERRY	NATURE POWER FAKE OUT GIGA DRAIN UPROAR	NORMAL NORMAL GRASS NORMAL
					

BATTLE 49: MANDEV CHASER ♂

DELIBIRD ♀	ICE-FLYING	FLAAFFY ♀	ELECTRIC	SPOINK ♂	PSYCHIC
ABILITY: VITAL SPIRIT ITEM: AGUAV BERRY	PRESENT AURORA BEAM THIEF AERIAL ACE	NORMAL ICE DARK FLYING	ABILITY: STATIC ITEM: LAX INCENSE	GROWL SHOCK WAVE LIGHT SCREEN BODY SLAM	NORMAL ELECTRIC ELECTRIC NORMAL
SWABLU ♀	NORMAL-FLYING	TENTACOOL ♂	WATER-POISON	NUMEL ♂	FIRE-GROUND
ABILITY: NATURAL CURE ITEM: AGUAV BERRY	PURSUIT MIRROR MOVE TAKE DOWN PERISH SONG	DARK FLYING NORMAL NORMAL	ABILITY: CLEAR BODY ITEM: ORAN BERRY	CONFUSE RAY BUBBLEBEAM WRAP BARRIER	HOST WATER NORMAL PSYCHIC
					

BATTLE 50: CRYAL AREA LEADER ♂

BAYLEEF ♂	GRASS	QUILAVA ♂	FIRE	CROCONAW ♂	WATER
ABILITY: OVERGROW ITEM: LEFTOVERS	RAZOR LEAF SYNTHESIS BODY SLAM GIGA DRAIN	GRASS GRASS NORMAL GRASS	ABILITY: BLAZE ITEM: PERSIM BERRY	SMOKESCREEN FLAME WHEEL SWIFT THRASH	NORMAL FIRE NORMAL NORMAL
MURKROW ♀	DARK-FLYING	MEDICHAM ♀	FIGHTING-PSYCHIC	SEALEO ♀	ICE-WATER
ABILITY: INSOMNIA ITEM: LUM BERRY	MIRROR MOVE FAINT ATTACK NIGHT SHADE TAUNT	FLYING DARK GHOST DARK	ABILITY: PURE POWER ITEM: BLACK BELT	CONFUSION MEDITATE THUNDERPUNCH HI JUMP KICK	PSYCHIC PSYCHIC ELECTRIC FIGHTING
					

AREA 6

POKé COUPON: 1,600 points

BATTLE 51: DEMIT WORKER ♂

MASQUERAIN ♀  ABILITY: INTIMIDATE ITEM: SILVER POWDER	BUG-FLYING ABILITY: AGILITY ITEM: SILVER WIND	PSYCHIC BUG NORMAL WATER	NINJASK ♂  ABILITY: SPEED BOOST ITEM: BRIGHT POWDER	SWORDS DANCE LEECH LIFE SCREECH MUD-SLAP	BUG-FLYING NORMAL BUG NORMAL GROUND	ZANGOOSE ♀  ABILITY: IMMUNITY ITEM: KING'S ROCK	NORMAL QUICK ATTACK PURSUIT SLASH TAUNT
SWELLOW ♂  ABILITY: GUTS ITEM: SHARP BEAK	NORMAL-FLYING ABILITY: AGILITY ITEM: AERIAL ACE	PSYCHIC FLYING NORMAL FLYING	GIRAFARIG ♀  ABILITY: EARLY BIRD ITEM: SILK SCARF	AGILITY PSYBEAM STOMP CRUNCH	NORMAL-PSYCHIC NORMAL PSYCHIC NORMAL DARK	GOLBAT ♂  ABILITY: INNER FOCUS ITEM: BLACKGLASSES	POISON-FLYING NORMAL DARK FLYING POISON

BATTLE 52: LIREL ST. PERFORMER ♀

NUZLEAF ♂  ABILITY: EARLY BIRD ITEM: -	GRASS-DARK FAKE OUT SWAGGER THIEF FAINT ATTACK	NORMAL NORMAL DARK DARK	LOUDRED ♀  ABILITY: SOUNDPROOF ITEM: SITRUS BERRY	SUPersonic HOWL SCREECH STOMP	NORMAL NORMAL NORMAL NORMAL	DELCATTY ♀  ABILITY: CUTE CHARM ITEM: WHITE HERB	NORMAL ATTRACT CHARM TOXIC FAINT ATTACK
ROSELIA ♂  ABILITY: NATURAL CURE ITEM: BRIGHT POWDER	GRASS-POISON LEECH SEED GRASSWHISTLE MAGICAL LEAF SYNTHESIS	GRASS GRASS GRASS GRASS	SHARPEDO ♂  ABILITY: ROUGH SKIN ITEM: SCOPE LENS	TAUNT BITE SCARY FACE SLASH	WATER-DARK DARK DARK NORMAL	GRUMPPIG ♀  ABILITY: OWN TEMPO ITEM: CHESTO BERRY	PSYCHIC GHOST NORMAL PSYCHIC PSYCHIC

BATTLE 53: CRAG BANDANA GUY ♂

TOGETIC ♂  ABILITY: SERENE GRACE ITEM: WIKI BERRY	NORMAL-FLYING METRONOME YAWN ENCORE DOUBLE-EDGE	NORMAL NORMAL NORMAL NORMAL	MAGCARGO ♀  ABILITY: MAGMA ARMOR ITEM: QUICK CLAW	SMOG AMNESIA EMBER ROCK SLIDE	FIRE-ROCK POISON PSYCHIC FIRE ROCK	AZUMARILL ♀  ABILITY: HUGE POWER ITEM: SEA INCENSE	WATER NORMAL WATER ROCK WATER
SUDOWOODO ♂  ABILITY: STURDY ITEM: LAX INCENSE	ROCK MIMIC FAINT ATTACK LOW KICK BLOCK	NORMAL DARK FIGHTING NORMAL	MASQUERAIN ♀  ABILITY: INTIMIDATE ITEM: SILVER POWDER	SWEET SCENT STUN SPORE GUST SILVER WIND	BUG-FLYING NORMAL GRASS FLYING BUG	PUPITAR ♂  ABILITY: SHED SKIN ITEM: PERSIM BERRY	ROCK-GROUND ROCK DRAGON NORMAL DARK

BATTLE 54: RENE LADY ♀

FURRET ♂  ABILITY: KEEN EYE ITEM: CHESTO BERRY	NORMAL DEFENSE CURL REST QUICK ATTACK SLASH	NORMAL NORMAL PSYCHIC NORMAL NORMAL	DUNSPARCE ♀  ABILITY: SERENE GRACE ITEM: SILK SCARF	YAWN HEADBUTT GLARE ENDEAVOR	NORMAL NORMAL NORMAL NORMAL	LINOONE ♂  ABILITY: PICKUP ITEM: SITRUS BERRY	NORMAL GROUND NORMAL GROUND NORMAL
WIGGLYTUFF ♀  ABILITY: CUTE CHARM ITEM: IAPAPA BERRY	NORMAL SING BODY SLAM DOUBLESLAP MIMIC	NORMAL NORMAL NORMAL NORMAL NORMAL	VIGOROTH ♂  ABILITY: VITAL SPIRIT ITEM: FOCUS BAND	FOCUS ENERGY SLASH ENDURE COUNTER	NORMAL NORMAL NORMAL FIGHTING	KECLEON ♀  ABILITY: COLOR CHANGE ITEM: MAGO BERRY	NORMAL DARK NORMAL PSYCHIC NORMAL

BATTLE 55: GULOR ATHLETE ♂

CASTFORM ♀  ABILITY: FORECAST ITEM: MYSTIC WATER	NORMAL RAIN DANCE SHOCK WAVE WEATHER BALL FAÇADE	WATER ELECTRIC NORMAL NORMAL	NATU ♀  ABILITY: SYNCHRONIZE ITEM: MAGO BERRY	AERIAL ACE NIGHT SHADE WISH CONFUSE RAY	PSYCHIC-FLYING FLYING GHOST NORMAL GHOST	WAILMER ♀  ABILITY: OBLIVIOUS ITEM: IAPAPA BERRY	WATER ROCK ICE WATER NORMAL
METANG  ABILITY: CLEAR BODY ITEM: METAL COAT	STEEL-PSYCHIC CONFUSION PURSUIT METAL CLAW IRON DEFENSE	PSYCHIC DARK STEEL STEEL	SHELGN ♂  ABILITY: ROCK HEAD ITEM: LUM BERRY	BITE DRAGONBREATH EMBER SCARY FACE	DARK DRAGON FIRE NORMAL	MIGHTYENA ♂  ABILITY: INTIMIDATE ITEM: LIECHI BERRY	DARK NORMAL NORMAL DARK NORMAL

BATTLE 56: AMELL LADY IN SUIT ♀

SUNFLORA ♀	GRASS	QUAGSIRE ♂	WATER-GROUND	GLIGAR ♂	GROUND-FLYING
ABILITY: CHLOROPHYLL ITEM: MAGO BERRY	GROWTH INGRAIN RAZOR LEAF ENDEAVOR	NORMAL GRASS GRASS NORMAL	ABILITY: WATER ABSORB ITEM: SITRUS BERRY	ANCIENTPOWER SLAM TAIL WHIP MUD SHOT	ROCK NORMAL NORMAL GROUND
SNEASEL ♀	DARK-ICE	QWILFISH ♀	WATER-POISON	NOCTOWL ♂	NORMAL-FLYING
ABILITY: INNER FOCUS ITEM: WHITE HERB	TAUNT ICY WIND FAINT ATTACK SPITE	DARK ICE DARK GHOST	ABILITY: POISON POINT ITEM: SEA INCENSE	BUBBLEBEAM MINIMIZE SPIKES TAKE DOWN	WATER NORMAL GROUND NORMAL

BATTLE 57: VIUM RIDER ♀

PELIPPER ♀	WATER-FLYING	LAIRON ♂	STEEL-ROCK	DUSCLOPS ♂	GHOST
ABILITY: KEEN EYE ITEM: BRIGHT POWDER	WING ATTACK SWALLOW STOCKPILE SPIT UP	FLYING NORMAL NORMAL NORMAL	ABILITY: STURDY ITEM: IAPAPA BERRY	HARDEN METAL CLAW MUD-SLAP TAKE DOWN	NORMAL STEEL GROUND NORMAL
FORRETRESS ♀	BUG-STEEL	SANDSLASH ♀	GROUND	SKARMORY ♂	STEEL-FLYING
ABILITY: STURDY ITEM: LEFTOVERS	SWIFT DIG PROTECT SANDSTORM	NORMAL GROUND NORMAL ROCK	ABILITY: SAND VEIL ITEM: QUICK CLAW	DEFENSE CURL SLASH SAND-ATTACK ROCK SLIDE	NORMAL NORMAL GROUND ROCK

BATTLE 58: BIDIX ROLLER BOY ♂

LUNATONE	ROCK-PSYCHIC	JUMPLUFF ♀	GRASS-FLYING	SOLROCK	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: SHELL BELL	CONFUSION PSYWAVE ROCK THROW COSMIC POWER	PSYCHIC PSYCHIC ROCK PSYCHIC	ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	REFLECT SLEEP POWDER SYNTHESIS GIGA DRAIN	PSYCHIC GRASS GRASS GRASS
SEADRA ♂	WATER	MISDREAVUS ♀	GHOST	SEAKING ♂	WATER
ABILITY: POISON POINT ITEM: AGUAV BERRY	TWISTER LEER AURORA BEAM AGILITY	DRAGON NORMAL ICE PSYCHIC	ABILITY: LEVITATE ITEM: SITRUS BERRY	SPITE PAIN SPLIT PSYBEAM PERISH SONG	NORMAL POSSUM WATER SPORT PSYBEAM

BATTLE 59: NANOT RESEARCHER ♂

MANECTRIC ♀	ELECTRIC	CACTURNE ♀	GRASS-DARK	PILOSwine ♀	ICE-GROUND
ABILITY: LIGHTNINGROD ITEM: FIGY BERRY	CHARGE SPARK QUICK ATTACK HEADBUTT	ELECTRIC ELECTRIC NORMAL NORMAL	ABILITY: SAND VEIL ITEM: BRIGHT POWDER	POISON STING NEEDLE ARM FAINT ATTACK COTTON SPORE	GRASS GRASS DARK GRASS
SEVIPER ♂	POISON	BRELOOM ♀	GRASS-FIGHTING	SEAKING ♂	WATER
ABILITY: SHED SKIN ITEM: LAX INCENSE	WRAP POISON FANG BITE HAZE	NORMAL POISON DARK ICE	ABILITY: EFFECT SPORE ITEM: SHELL BELL	STUN SPORE HEADBUTT LEECH SEED CHARM	NORMAL NORMAL GRASS NORMAL

BATTLE 60: GLYDIN AREA LEADER ♀

SNEASEL ♀	DARK-ICE	SHARpedo ♂	WATER-DARK	SEADRA ♀	WATER
ABILITY: KEEN EYE ITEM: SCOPE LENS	Faint Attack Metal Claw Slash Hidden Power	DARK STEEL NORMAL NORMAL	ABILITY: ROUGH SKIN ITEM: FOCUS BAND	BITE SLASH WATER PULSE HIDDEN POWER	DARK NORMAL WATER NORMAL
GOLBAT ♂	POISON-FLYING	HITMONTOP ♂	FIGHTING	GIRAFARIG ♀	NORMAL-PSYCHIC
ABILITY: INNER FOCUS ITEM: BRIGHT POWDER	WING ATTACK GIGA DRAIN BITE HIDDEN POWER	FLYING GRASS DARK NORMAL	ABILITY: INTIMIDATE ITEM: KING'S ROCK	ROLLING KICK STRENGTH DIG HIDDEN POWER	NORMAL GHOST PSYCHIC NORMAL

AREA 7

POKé COUPON: 1,800 points

BATTLE 61: BENIT RICH BOY ♂

NINJASK ♀ Ability: SPEED BOOST Item: AGUAV BERRY	BUG-FLYING HARDEN NORMAL NORMAL GROUND SLASH	DODRIO ♂ Ability: EARLY BIRD Item: WHITE HERB	NORMAL-FLYING AERIAL ACE FURY ATTACK PURSUIT UPROAR	FLYING NORMAL DARK NORMAL	TROPIUS ♀ Ability: CHLOROPHYLL Item: LEFTOVERS	GRASS-FLYING GROWTH MAGICAL LEAF STOMP SYNTHESIS
MANTINE ♂ Ability: WATER ABSORB Item: IAPAPA BERRY	WATER-FLYING MUD SPORT WING ATTACK AGILITY WATER PULSE	XATU ♂ Ability: SYNCHRONIZE Item: MAGO BERRY	PSYCHIC-FLYING STEEL WING FUTURE SIGHT WISH CONFUSE RAY	STEEL PSYCHIC NORMAL GHOST	SALAMENCE ♀ Ability: INTIMIDATE Item: SHELL BELL	DRAGON-FLYING TWISTER HEADBUTT BITE EMBER

BATTLE 62: HELMIN BODYBUILDER ♀

CAMERUPT ♂ Ability: MAGMA ARMOR Item: IAPAPA BERRY	FIRE-GROUND FLAMETHROWER AMNESIA STOMP ROCK SLIDE	LANTURN ♀ Ability: VOLT ABSORB Item: LUM BERRY	WATER-ELECTRIC FLAIL CONFUSE RAY SPARK SURF	NORMAL GHOST ELECTRIC WATER	VILEPLUME ♀ Ability: CHLOROPHYLL Item: PERSIM BERRY	GRASS-POISON STUN SPORE SECRET POWER AROMATHERAPY PETAL DANCE
SWALOT ♂ Ability: STICKY HOLD Item: SHELL BELL	POISON YAWN BODY SLAM SLUDGE ACID ARMOR	ABSOL ♀ Ability: PRESSURE Item: SCOPE LENS	DARK SLASH BITE TAUNT DOUBLE TEAM	NORMAL DARK DARK NORMAL	STANTLER ♀ Ability: INTIMIDATE Item: BRIGHT POWDER	NORMAL ASTONISH STOMP HYPNOSIS EXTRASENSORY

BATTLE 63: ROGIN RIDER ♂

WHISCASH ♀ Ability: OBLIVIOUS Item: SITRUS BERRY	WATER-GROUND SPARK SNORE REST FUTURE SIGHT	CRAWDAUNT ♂ Ability: SHELL ARMOR Item: MAGO BERRY	WATER-DARK HARDEN BUBBLEBEAM VICEGRIP KNOCK OFF	NORMAL WATER NORMAL DARK	LUDICOLO ♀ Ability: RAIN DISH Item: LEFTOVERS	WATER-GRASS RAZOR LEAF RAIN DANCE SWEET SCENT NATURE POWER
OCTILLERY ♂ Ability: SUCTION CUPS Item: MENTAL HERB	WATER CONSTRIC OCTAZOOKA PSYBEAM FOCUS ENERGY	HUNTAIL ♀ Ability: SWIFT SWIM Item: WHITE HERB	WATER WHIRLPOOL SCREECH BITE WATER PULSE	WATER NORMAL DARK WATER	RELICANTH ♂ Ability: ROCK HEAD Item: AGUAV BERRY	WATER-ROCK HARDEN MUD SPORT ROCK TOMB TAKE DOWN

BATTLE 64: CEWAN HUNTER ♀

GRUMPIG ♀ Ability: THICK FAT Item: LUM BERRY	PSYCHIC EXTRASENSORY CONFUSE RAY BOUNCE MAGIC COAT	HARIYAMA ♂ Ability: GUTS Item: FOCUS BAND	FIGHTING FAKE OUT SURF SMELLINGSALT KNOCK OFF	NORMAL WATER NORMAL DARK	GRANBULL ♀ Ability: INTIMIDATE Item: WIKI BERRY	NORMAL SCARY FACE RAGE BITE STRENGTH
BANETTE ♂ Ability: INSOMNIA Item: SITRUS BERRY	GHOST CURSE WILL-O-WISP SPIKE NIGHT SHADE	TORKOAL ♂ Ability: WHITE SMOKE Item: LAX INCENSE	FIRE ERUPTION AMNESIA BODY SLAM FLAIL	FIRE PSYCHIC NORMAL NORMAL	RAICHU ♂ Ability: STATIC Item: SHELL BELL	ELECTRIC SLAM THUNDER TAIL WHIP ATTRACT

BATTLE 65: PERSTIN FUN OLD LADY ♀

SHIFTRY ♂ Ability: EARLY BIRD Item: SCOPE LENS	GRASS-DARK GROWTH EXTRASENSORY FAINT ATTACK NATURE POWER	ELECTRODE Ability: SOUNDPROOF Item: MAGNET	ELECTRIC TORMENT ROLLOUT SPARK SWIFT	DARK ROCK ELECTRIC NORMAL	EXPLOUD ♂ Ability: SOUNDPROOF Item: IAPAPA BERRY	NORMAL UPROAR SUPersonic ROAR FIRE BLAST
TENTACRUEL ♂ Ability: CLEAR BODY Item: MYSTIC WATER	WATER-POISON CONFUSE RAY SURF ACID BARRIER	GOLEM ♀ Ability: STURDY Item: LUM BERRY	ROCK-GROUND DEFENSE CURL ROLLOUT BRICK BREAK MAGNITUDE	NORMAL ROCK FIGHTING GROUND	GLALIE ♂ Ability: INNER FOCUS Item: NEVERMELTICE	ICE DOUBLE TEAM ICY WIND BITE HAUL

BATTLE 66: DAZON COOLTRAINER ♂

BELLOSSOM ♀	GRASS	RHYDON ♂	GROUND-ROCK	GOREBYSS ♂	WATER
ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	MOONLIGHT STUN SPORE MAGICAL LEAF SLUDGE BOMB	NORMAL GRASS GRASS POISON	ABILITY: ROCK HEAD ITEM: LUM BERRY	SCARY FACE TAIL WHIP FURY ATTACK ROCK BLAST	NORMAL NORMAL NORMAL ROCK
WEEZING ♀	POISON	MAGNETON	ELECTRIC-STEEL	ALAKAZAM ♂	PSYCHIC
ABILITY: LEVITATE ITEM: LEFTOVERS	PSYWAVE TOXIC HAZE SLUDGE	PSYCHIC POISON ICE POISON	ABILITY: MAGNET PULL ITEM: MAGNET	METAL SOUND SPARK SWIFT SCREECH	STEEL ELECTRIC NORMAL NORMAL

BATTLE 67: ZIALE ATHLETE ♀

CRADILY ♂	ROCK-GRASS	PINSIR ♀	BUG	ARMALDO ♂	ROCK-BUG
ABILITY: SUCTION CUPS ITEM: LAX INCENSE	TOXIC INGRAIN CONSTRIC ANCIENTPOWER	POISON GRASS NORMAL ROCK	ABILITY: HYPER CUTTER ITEM: SHELL BELL	FOCUS ENERGY ROCK TOMB GUILLOTINE SUBMISSION	NORMAL ROCK NORMAL FIGHTING
MILTANK ♀	NORMAL	CLAYDOL	GROUND-PSYCHIC	WAILORD ♀	WATER
ABILITY: THICK FAT ITEM: LUM BERRY	REVERSAL MILK DRINK STOMP ROLLOUT	FIGHTING NORMAL NORMAL ROCK	ABILITY: LEVITATE ITEM: BRIGHT POWDER	PSYBEAM MUD-SLAP LIGHT SCREEN ROCK TOMB	PSYCHIC GROUND PSYCHIC ROCK

BATTLE 68: CORVIN HUNTER ♂

DONPHAN ♀	GROUND	GOLDUCK ♂	WATER	ZANGOOSE ♂	NORMAL
ABILITY: STURDY ITEM: MENTAL HERB	HORN ATTACK IRON TAIL ANCIENTPOWER RAPID SPIN	NORMAL STEEL ROCK NORMAL	ABILITY: DAMP ITEM: LUM BERRY	PSYBEAM SCREECH WATERFALL FURY SWIPES	PSYCHIC NORMAL WATER NORMAL
AMPHAROS ♀	ELECTRIC	HERACROSS ♂	BUG-FIGHTING	HOUNDOOM ♂	DARK-FIRE
ABILITY: STATIC ITEM: CITRUS BERRY	FRUSTRATION THUNDERPUNCH THUNDER WAVE LIGHT SCREEN	NORMAL ELECTRIC ELECTRIC PSYCHIC	ABILITY: SWARM ITEM: SCOPE LENS	THIEF BRICK BREAK HORN ATTACK COUNTER	DARK FIGHTING NORMAL FIGHTING

BATTLE 69: DUNOR GLASSES MAN ♂

MUK ♀	POISON	SHARPEDO ♂	WATER-DARK	NINETALES ♀	FIRE
ABILITY: STICKY HOLD ITEM: POISON BARB	SHADOW PUNCH MINIMIZE SLUDGE ACID ARMOR	GHOST NORMAL POISON POISON	ABILITY: ROUGH SKIN ITEM: PERSIM BERRY	DIVE SWAGGER BITE SLASH	WATER NORMAL DARK NORMAL
PORYGON-Z	NORMAL	MACHAMP ♂	FIGHTING	GARDEVOIR ♀	PSYCHIC
ABILITY: TRACE ITEM: CITRUS BERRY	LOCK-ON TRI ATTACK ZAP CANNON RECYCLE	NORMAL NORMAL ELECTRIC NORMAL	ABILITY: GUTS ITEM: IAPAPA BERRY	FACADE FORESIGHT FOCUS ENERGY DYNAMICPUNCH	NORMAL NORMAL NORMAL FIGHTING

BATTLE 70: VARIO AREA LEADER ♂

SLAKING ♀	NORMAL	GYARADOS ♂	WATER-FLYING	AGGRON ♂	STEEL-ROCK
ABILITY: TRUANT ITEM: LUM BERRY	BODY SLAM COUNTER FAINT ATTACK SLACK OFF	NORMAL FIGHTING DARK NORMAL	ABILITY: INTIMIDATE ITEM: PERSIM BERRY	THRASH DRAGON DANCE BITE WATERFALL	NORMAL DRAGON DARK WATER
WALREIN ♂	ICE-WATER	MANECTRIC ♀	Electric	CACTURNE ♀	GRASS-DARK
ABILITY: THICK FAT ITEM: LEFTOVERS	BODY SLAM HAIL AURORA BEAM WATER PULSE	NORMAL ICE ICE WATER	ABILITY: STATIC ITEM: SCOPE LENS	QUICK ATTACK BITE SPARK IRON TAIL	NORMAL DARK ELECTRIC STEEL

AREA 8**POKé COUPON: 2,000 points****BATTLE 71: LISOT TEACHER ♂**

KINGDRA ♂  Ability: SWIFT SWIM Item: SCOPE LENS	WATER-DRAGON Water Gun Dragon Dance Twister Hyper Beam	WATER Dragon Dragon Normal	MUK ♀  Ability: STICKY HOLD Item: FOCUS BAND	POISON Disable Acid Armor Sludge Focus Punch	POISON Normal Poison Poison Fighting	HERACROSS ♂  Ability: SWARM Item: SITRUS BERRY	BUG-FIGHTING Horn Attack Counter Brick Break Rock Tomb
SHIFTRY ♀  Ability: CHLOROPHYLL Item: PERSIM BERRY	GRASS-DARK Torment Razor Wind Faint Attack Swagger	DARK Normal Dark Normal	ALAKAZAM ♀  Ability: SYNCHRONIZE Item: CHOICE BAND	PSYCHIC Psybeam Taunt Trick Torment	PSYCHIC Psychic Dark Psychic Dark	BRELOOM ♀  Ability: EFFECT SPORE Item: MIRACLE SEED	GRASS-FIGHTING Leech Seed Spore Giga Drain Mach Punch

BATTLE 72: FAUL CHASER ♂

MILOTIC ♀  Ability: MARVEL SCALE Item: MENTAL HERB	WATER Water Pulse Attract Twister Safeguard	WATER Normal Dragon Normal	HOUNDOOM ♂  Ability: FLASH FIRE Item: CHARCOAL	DARK-FIRE Ember Bite Roar Solarbeam	FIRE Dark Normal Grass	CLAYDOL  Ability: LEVITATE Item: SITRUS BERRY	GROUND-PSYCHIC Rapid Spin Psybeam Mud-Slap Sandstorm
STARMIE  Ability: ILLUMINATE Item: WHITE HERB	WATER-PSYCHIC Skill Swap Recover Bubblebeam Swift	PSYCHIC Normal Water Normal	MAGNETON  Ability: MAGNET PULL Item: RAWST BERRY	ELECTRIC-STEEL Supersonic Lock-On Sonicboom Zap Cannon	NORMAL Normal Normal Electric	SEVIPER ♂  Ability: SHED SKIN Item: FOCUS BAND	POISON Wrap Poison Tail Constrict Glare

BATTLE 73: GILLY COOLTRAINER ♀

MEGANIUM ♂  Ability: OVERGROW Item: QUICK CLAW	GRASS Razor Leaf Body Slam Reflect Light Screen	GRASS Normal Psychic Psychic	NINETALES ♀  Ability: FLASH FIRE Item: WIKI BERRY	FIRE Confuse Ray Heat Wave Will-o-Wisp Quick Attack	GHOST Fire Fire Normal	WEEZING ♂  Ability: LEVITATE Item: MENTAL HERB	POISON Poison Gas Smokescreen Sludge Haze
SANDSLASH ♀  Ability: SAND VEIL Item: BRIGHT POWDER	GROUND Sandstorm Slash Poison Sting Double Team	ROCK Normal Poison Normal	GARDEVOIR ♂  Ability: TRACE Item: WHITE HERB	PSYCHIC Future Sight Shock Wave Shadow Ball Snatch	PSYCHIC Electric Ghost Dark	UMBREON ♂  Ability: SYNCHRONIZE Item: LUM BERRY	DARK Faint Attack Screech Mean Look Hyper Beam

BATTLE 74: CHIOD BODYBUILDER ♂

BLAZIKEN ♂  Ability: BLAZE Item: SHARP BEAK	FIRE-FIGHTING Double Kick Blaze Kick Peck Mirror Move	FIGHTING Fire Flying Flying	WAILORD ♀  Ability: OBLIVIOUS Item: HARD STONE	WATER Growl Dive Whirlpool Rock Tomb	NORMAL Water Water Water Rock	AMPHAROS ♂  Ability: STATIC Item: SILK SCARF	ELECTRIC Tackle Thunderpunch Cotton Spore Light Screen
GOLEM ♀  Ability: STURDY Item: BLACK BELT	ROCK-GROUND Mud Sport Magnitude Rock Blast Rock Smash	GROUND Ground Rock Fight	BELLOSSOM ♂  Ability: CHLOROPHYLL Item: CHESTO BERRY	GRASS Sunny Day Moonlight Solarbeam Magical Leaf	GRASS Fire Normal Grass Psychic	SKARMORY ♀  Ability: KEEN EYE Item: RAWST BERRY	STEEL-FLYING Sky Attack Swift Sand-Attack Steel Wing

BATTLE 75: MATON GUY ♂

FERALIGATR ♂  Ability: TORRENT Item: SCOPE LENS	WATER Scary Face Water Pulse Slash Thrash	NORMAL Water Normal Normal Normal	MACHAMP ♀  Ability: GUTS Item: FOCUS BAND	FIGHTING Low Kick Bulk Up Vital Throw Foresight	FIGHTING Fighting Fighting Fighting Normal	URSARING ♂  Ability: GUTS Item: MENTAL HERB	NORMAL Lick Fake Tears Fury Swipes Faint Attack
RHYDON ♀  Ability: ROCK HEAD Item: APICOT BERRY	GROUND-ROCK Stomp Take Down Scary Face Rock Blast	NORMAL Normal Normal Normal Rock	TORKOAL ♂  Ability: WHITE SMOKE Item: GANLON BERRY	FIRE Fire Spin Curse Body Slam Smokescreen	? Normal Normal	TROPIUS ♀  Ability: CHLOROPHYLL Item: SALAC BERRY	GRASS-FLYING Gust Sweet Scent Razor Leaf Body Slam

BATTLE 76: SIRKO ST. PERFORMER ♀

SCEPTILE ♂	GRASS	ARMALDO ♂	ROCK-BUG	GRUMPIG ♂	PSYCHIC
ABILITY: OVERGROW ITEM: SHELL BELL	LEAF BLADE SCREECH DRAGONBREATH HYPER BEAM	GRASS NORMAL DRAGON NORMAL	ABILITY: BATTLE ARMOR ITEM: SCOPE LENS	METAL CLAW SLASH FURY CUTTER ROCK BLAST	STEEL NORMAL BUG ROCK
EXPLUD ♀	NORMAL	FORRETRESS ♀	BUG-STEEL	GLALIE ♂	ICE
ABILITY: SOUNDPROOF ITEM: WHITE HERB	ASTONISH REST STOMP SLEEP TALK	GHOST PSYCHIC NORMAL NORMAL	ABILITY: STURDY ITEM: ASPEAR BERRY	RAPID SPIN TOXIC SPIKES PROTECT	NORMAL POISON GROUND NORMAL
JIRACHI	STEEL-PSYCHIC	ABSOL ♂	DARK	FLYGON ♀	GROUND-DRAGON
ABILITY: SERENE GRACE ITEM: BRIGHT POWDER	DOOM DESIRE PSYCHIC COSMIC POWER WISH	STEEL PSYCHIC PSYCHIC NORMAL	ABILITY: PRESSURE ITEM: SCOPE LENS	LEER RAZOR WIND QUICK ATTACK FUTURE SIGHT	NORMAL NORMAL NORMAL PSYCHIC
KIRLIA ♂	PSYCHIC	MIGHTYENA ♀	DARK	DUSCLOPS ♂	GHOST
ABILITY: TRACE ITEM: LUM BERRY	DOUBLE TEAM DREAM EATER HYPNOSIS SECRET POWER	NORMAL PSYCHIC PSYCHIC NORMAL	ABILITY: INTIMIDATE ITEM: SALAC BERRY	CRUNCH TAKE DOWN TAUNT ODOR SLEUTH	DARK NORMAL DARK NORMAL
TYPHLOSION ♀	FIRE	PINSIR ♂	BUG	CRADILY ♀	ROCK-GRASS
ABILITY: BLAZE ITEM: LUM BERRY	SMOKESCREEN SECRET POWER FLAME WHEEL DIG	NORMAL NORMAL FIRE GROUND	ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	FOCUS ENERGY REVENGE SEISMIC TOSSED FOCUS PUNCH	NORMAL FIGHTING FIGHTING FIGHTING
LUDICOLOR ♂	WATER-GRASS	XATU ♀	PSYCHIC-FLYING	LAIRON ♀	STEEL-ROCK
ABILITY: RAIN DISH ITEM: -	FAKE OUT UPROAR THIEF RAIN DANCE	NORMAL NORMAL DARK WATER	ABILITY: SYNCHRONIZE ITEM: CHESTO BERRY	NIGHT SHADE GIGA DRAIN FLY CONFUSE RAY	HOST GRASS FLYING HOST

BATTLE 77: ZALLA RIDER ♀

JIRACHI	STEEL-PSYCHIC	ABSOL ♂	DARK	FLYGON ♀	GROUND-DRAGON
ABILITY: SERENE GRACE ITEM: BRIGHT POWDER	DOOM DESIRE PSYCHIC COSMIC POWER WISH	STEEL PSYCHIC PSYCHIC NORMAL	ABILITY: PRESSURE ITEM: SCOPE LENS	LEER RAZOR WIND QUICK ATTACK FUTURE SIGHT	NORMAL NORMAL NORMAL PSYCHIC
KIRLIA ♂	PSYCHIC	MIGHTYENA ♀	DARK	DUSCLOPS ♂	GHOST
ABILITY: TRACE ITEM: LUM BERRY	DOUBLE TEAM DREAM EATER HYPNOSIS SECRET POWER	NORMAL PSYCHIC PSYCHIC NORMAL	ABILITY: INTIMIDATE ITEM: SALAC BERRY	CRUNCH TAKE DOWN TAUNT ODOR SLEUTH	DARK NORMAL DARK NORMAL
TYPHLOSION ♀	FIRE	PINSIR ♂	BUG	CRADILY ♀	ROCK-GRASS
ABILITY: BLAZE ITEM: LUM BERRY	SMOKESCREEN SECRET POWER FLAME WHEEL DIG	NORMAL NORMAL FIRE GROUND	ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	FOCUS ENERGY REVENGE SEISMIC TOSSED FOCUS PUNCH	NORMAL FIGHTING FIGHTING FIGHTING
LUDICOLOR ♂	WATER-GRASS	XATU ♀	PSYCHIC-FLYING	LAIRON ♀	STEEL-ROCK
ABILITY: RAIN DISH ITEM: -	FAKE OUT UPROAR THIEF RAIN DANCE	NORMAL NORMAL DARK WATER	ABILITY: SYNCHRONIZE ITEM: CHESTO BERRY	NIGHT SHADE GIGA DRAIN FLY CONFUSE RAY	HOST GRASS FLYING HOST

BATTLE 79: JODIN LADY IN SUIT ♀

SWAMPERT ♂	WATER-GROUND	DONPHAN ♀	GROUND	MILTANK ♀	NORMAL
ABILITY: TORRENT ITEM: MENTAL HERB	MUD SHOT MUDDY WATER TAKE DOWN ENDEAVOR	GROUND WATER NORMAL NORMAL	ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROLLOUT FURY ATTACK RAPID SPIN	NORMAL ROCK NORMAL NORMAL
RAICHU ♂	ELECTRIC	BANETTE ♀	HOST	PILOSWINES ♂	ICE-GROUND
ABILITY: STATIC ITEM: CHERI BERRY	SWEET KISS SLAM QUICK ATTACK THUNDER	NORMAL NORMAL NORMAL ELECTRIC	ABILITY: INSOMNIA ITEM: SCOPE LENS	NIGHT SHADE GRUDGE SNATCH FRUSTRATION	HOST HOST DARK NORMAL

BATTLE 80: DESSA AREA LEADER ♀

GROUDON	GROUND	CASTFORM ♂	NORMAL	SHUCKLE ♀	BUG-ROCK
ABILITY: DROUGHT ITEM: KING'S ROCK	ANCIENTPOWER EARTHQUAKE SLASH FLAMETHROWER	ROCK GROUND NORMAL FIRE	ABILITY: FORECAST ITEM: MYSTIC WATER	SANDSTORM SECRET POWER FAADE WEATHER BALL	ROCK NORMAL NORMAL NORMAL
ELECTRODE	ELECTRIC	JUMPLUFF ♂	GRASS-FLYING	SWALOT ♀	POISON
ABILITY: SOUNDPROOF ITEM: PERSIM BERRY	SONICBOOM THUNDER SPARK SHOCK WAVE	NORMAL ELECTRIC ELECTRIC ELECTRIC	ABILITY: CHLOROPHYLL ITEM: BRIGHT POWDER	SLEEP POWDER COTTON SPORE LEECH SEED GIGA DRAIN	GRASS GRASS GRASS GRASS

AREA 9

POKé COUPON: 3,000 points

BATTLE 81: REMAN RESEARCHER ♂

CHIMECHO ♂	PSYCHIC	WIGGLYTUFF ♀	NORMAL	AZUMARILL ♂	WATER
ABILITY: LEVITATE ITEM: WHITE HERB	PSYWAVE PSYCHIC HEAL BELL SHOCK WAVE	PSYCHIC PSYCHIC NORMAL ELECTRIC	ABILITY: CUTE CHARM ITEM: LEFTOVERS	DEFENSE CURL SING ROLLOUT DOUBLE-EDGE	NORMAL NORMAL ROCK NORMAL
OWLFISH ♀	WATER-POISON	SUNFLORA ♂	GRASS	PELIPPER ♀	WATER-FLYING
ABILITY: SWIFT SWIM ITEM: SCOPE LENS	RAIN DANCE SLUDGE BOMB HYDRO PUMP TAKE DOWN	WATER POISON WATER NORMAL	ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY	GROWTH LEECH SEED PETAL DANCE FLASH	NORMAL GRASS GRASS NORMAL
METANG	STEEL-PSYCHIC	SEALEO ♂	ICE-WATER	FURRET ♀	NORMAL
ABILITY: CLEAR BODY ITEM: BRIGHT POWDER	SCARY FACE PSYCHIC PURSUIT METEOR MASH	NORMAL PSYCHIC DARK STEEL	ABILITY: THICK FAT ITEM: CITRUS BERRY	ENCORE BLIZZARD ICE BALL SURF	NORMAL ICE ICE WATER
SUDOWOODO ♀	ROCK	PILOSWINE ♂	ICE-GROUND	MEDICHAM ♂	FIGHTING-PSYCHIC
ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROCK SLIDE LOW KICK FAINT ATTACK	NORMAL ROCK FIGHTING DARK	ABILITY: OBLIVIOUS ITEM: SALAC BERRY	ENDURE BLIZZARD MIST EARTHQUAKE	NORMAL ICE ICE GROUND

BATTLE 82: FEEK BANDANA GUY ♂

METANG	STEEL-PSYCHIC	SEALEO ♂	ICE-WATER	FURRET ♀	NORMAL
ABILITY: CLEAR BODY ITEM: BRIGHT POWDER	SCARY FACE PSYCHIC PURSUIT METEOR MASH	NORMAL PSYCHIC DARK STEEL	ABILITY: THICK FAT ITEM: CITRUS BERRY	ENCORE BLIZZARD ICE BALL SURF	NORMAL ICE ICE WATER
SUDOWOODO ♀	ROCK	PILOSWINE ♂	ICE-GROUND	MEDICHAM ♂	FIGHTING-PSYCHIC
ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROCK SLIDE LOW KICK FAINT ATTACK	NORMAL ROCK FIGHTING DARK	ABILITY: OBLIVIOUS ITEM: SALAC BERRY	ENDURE BLIZZARD MIST EARTHQUAKE	NORMAL ICE ICE GROUND

BATTLE 83: AICH ROLLER BOY ♂

TROPIUS ♂	GRASS-FLYING	PUPITAR ♀	ROCK-GROUND	SHELGON ♂	DRAGON
ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	SUNNY DAY SYNTHESIS SOLARBEAM AERIAL ACE	FIRE GRASS GRASS FLYING	ABILITY: SHED SKIN ITEM: GANLON BERRY	ROCK SLIDE CRUNCH THRASH EARTHQUAKE	ROCK DARK NORMAL GROUND
JUMPLUFF ♀	FLYING-GRASS	SANDSLASH ♂	GROUND	GLIGAR ♀	GROUND-FLYING
ABILITY: CHLOROPHYLL ITEM: LEFTOVERS	SYNTHESIS LEECH SEED POISONPOWDER GIGA DRAIN	GRASS GRASS POISON GRASS	ABILITY: SAND VEIL ITEM: KING'S ROCK	SAND-ATTACK SLASH POISON STING SAND TOMB	GROUND NORMAL POISON GROUND

BATTLE 84: WILER GUY ♂

SNEASEL ♂	DARK-ICE	LUNATONE	ROCK-PSYCHIC	SOLROCK	ROCK-PSYCHIC
ABILITY: KEEN EYE ITEM: QUICK CLAW	Faint Attack Slash Icy Wind Brick Break	DARK NORMAL ICE FIGHTING	ABILITY: LEVITATE ITEM: TWISTED SPOON	ROCK THROW COSMIC POWER HYPNOSIS PSYCHIC	ROCK PSYCHIC PSYCHIC PSYCHIC
KECLEON ♂	NORMAL	SEVIPER ♂	POISON	LAIRON ♂	STEEL-ROCK
ABILITY: COLOR CHANGE ITEM: LUM BERRY	SKILL SWAP BRICK BREAK ANCIENTPOWER AERIAL ACE	PSYCHIC FIGHTING ROCK FLYING	ABILITY: SHED SKIN ITEM: WIKI BERRY	SLUDGE BOMB HAZE FLAMETHROWER BITE	POISON ICE FIRE DARK

BATTLE 85: MENZON ATHLETE ♂

BRELOOM ♀	GRASS-FIGHTING	SEADRA ♀	WATER	QUAGSIRE ♀	WATER-GROUND
ABILITY: EFFECT SPORE ITEM: SHELL BELL	HEADBUTT SKY UPPERCUT COUNTER GIGA DRAIN	NORMAL FIGHTING FIGHTING GRASS	ABILITY: POISON POINT ITEM: SEA INCENSE	SMOKESCREEN AGILITY DRAGONBREATH HYDRO PUMP	NORMAL PSYCHIC DRAGON WATER
NOCTOWL ♀	NORMAL-FLYING	VIGOROTH ♂	NORMAL	MISDREAVUS ♀	HOST
ABILITY: KEEN EYE ITEM: SHARP BEAK	REFLECT TAKE DOWN CONFUSION WING ATTACK	PSYCHIC NORMAL PSYCHIC FLYING	ABILITY: VITAL SPIRIT ITEM: WHITE HERB	ENDURE REVERSAL SLASH SHADOW BALL	PSYWAVE CONFUSE RAY ASTONISH PAIN SPLIT

BATTLE 86: BERLO FUN OLD MAN ♂

ESPEON ♂	PSYCHIC	TENTACRUEL ♀	WATER-POISON	CAMERUPT ♂	FIRE-GROUND
ABILITY: SYNCHRONIZE ITEM: LAX INCENSE	ATTRACT PSYBEAM SHADOW BALL MORNING SUN	NORMAL PSYCHIC GHOST NORMAL	ABILITY: LIQUID OOZE ITEM: LEFTOVERS	WRAP DIVE SUPERSONIC SLUDGE BOMB	NORMAL WATER NORMAL POISON
STANTLER ♂	NORMAL	SEAKING ♀	WATER	MAGCARGO ♂	FIRE-ROCK
ABILITY: INTIMIDATE ITEM: LUM BERRY	ASTONISH CONFUSE RAY STOMP BITE	GHOST GHOST NORMAL DARK	ABILITY: WATER VEIL ITEM: MENTAL HERB	TAIL WHIP FURY ATTACK FLAIL WATERFALL	NORMAL NORMAL NORMAL WATER

BATTLE 87: SANOL LADY ♀

METAGROSS	STEEL-PSYCHIC	SHIFTRY ♂	GRASS-DARK	RAICHU ♂	ELECTRIC
ABILITY: CLEAR BODY ITEM: BRIGHT POWDER	METAL CLAW PSYCHIC PURSUIT IRON DEFENSE	STEEL PSYCHIC DARK STEEL	ABILITY: EARLY BIRD ITEM: CITRUS BERRY	FAKE OUT SWAGGER FAINT ATTACK EXTRASENSORY	NORMAL NORMAL DARK PSYCHIC
CROBAT ♀	POISON-FLYING	MANTINE ♀	WATER-FLYING	HITMONTOP ♂	FIGHTING
ABILITY: INNER FOCUS ITEM: FOCUS BAND	MEAN LOOK WING ATTACK SLUDGE BOMB SHADOW BALL	NORMAL FLYING POISON GHOST	ABILITY: WATER ABSORB ITEM: MYSTIC WATER	AGILITY SURF WING ATTACK CONFUSE RAY	PSYCHIC WATER FLYING GHOST

BATTLE 88: REBIN RIDER ♂

BLAZIKEN ♂	FIRE-FIGHTING	VILEPLUME ♀	GRASS-POISON	LANTURN ♀	WATER-ELECTRIC
ABILITY: BLAZE ITEM: BLACK BELT	SKY UPPERCUT QUICK ATTACK BLAZE KICK SAND-ATTACK	FIGHTING NORMAL FIRE GROUND	ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY	SLUDGE BOMB MOONLIGHT PETAL DANCE STUN SPORE	POISON NORMAL GRASS GRASS
GLALIE ♂	ICE	GRANBULL ♂	NORMAL	BANETTE ♀	GHOST
ABILITY: INNER FOCUS ITEM: NEVERMELTICE	ICY WIND CRUNCH HEADBUTT ICE BEAM	ICE DARK NORMAL ICE	ABILITY: INTIMIDATE ITEM: ASPEAR BERRY	BITE ROAR BRICK BREAK SECRET POWER	SPARK TAKE DOWN CONFUSE RAY HYDRO PUMP

BATTLE 89: PERC RICH BOY ♂

STARMIE	WATER-PSYCHIC	HUNTAIL ♂	WATER	GOREBYSS ♀	WATER
ABILITY: NATURAL CURE ITEM: LEFTOVERS	SURF THUNDERBOLT PSYCHIC ICE BEAM	WATER ELECTRIC PSYCHIC ICE	ABILITY: SWIFT SWIM ITEM: CITRUS BERRY	RAIN DANCE MUD SPORT IRON DEFENSE BATON PASS	WATER GROUND STEEL NORMAL
OCTILLERY ♂	WATER	WHISCASH ♀	WATER-GROUND	CRAWDAUNT ♂	WATER-DARK
ABILITY: SUCTION CUPS ITEM: QUICK CLAW	PSYBEAM FOCUS ENERGY OCTAZOOKA ICE BEAM	PSYCHIC NORMAL WATER ICE	ABILITY: OBLIVIOUS ITEM: SOFT SAND	REST EARTHQUAKE SNORE FUTURE SIGHT	PSYCHIC GROUND NORMAL PSYCHIC

BATTLE 90: AXLEY AREA LEADER ♂

REGIROCK	ROCK	REGICE	ICE	REGISTEEL ♀	STEEL
ABILITY: CLEAR BODY ITEM: WHITE HERB	SUPERPOWER IRON DEFENSE ANCIENTPOWER EARTHQUAKE	FIGHTING STEEL ROCK GROUND	ABILITY: CLEAR BODY ITEM: LUM BERRY	ICY WIND THUNDERBOLT ICE BEAM AMNESIA	IRON DEFENSE TOXIC AMNESIA SANDSTORM
RELICANTH ♂	WATER-ROCK	WAILORD ♂	WATER	FLYgon ♀	GROUND-DRAGON
ABILITY: SWIFT SWIM ITEM: HARD STONE	RAIN DANCE ANCIENTPOWER SURF MUD SPORT	WATER ROCK WATER GROUND	ABILITY: OBLIVIOUS ITEM: CHESTO BERRY	WATER SPOUT WATER PULSE REST EARTHQUAKE	WATER WATER PSYCHIC GROUND

AREA 10 POKé COUPON: 5,000 points**BATTLE 91: CRUIK COOLTRAINER ♂**

ENTEI FIRE	GOLEM ♀ ROCK-GROUND	MUK ♂ POISON
ABILITY: PRESSURE ITEM: PERSIM BERRY	ABILITY: ROCK HEAD ITEM: WIKI BERRY	ABILITY: STICKY HOLD ITEM: POISON BARB
STOMP ROAR	EARTHQUAKE ROCK SLIDE DOUBLE-EDGE FOCUS PUNCH	SCREECH SLUDGE BOMB ACID ARMOR SHADOW BALL
NORMAL DARK NORMAL	GROUND ROCK NORMAL FIGHTING	NORMAL POISON POISON GHOST
TORKOAL ♂ FIRE	MANECTRIC ♀ ELECTRIC	TENTACRUEL ♂ WATER-POISON
ABILITY: WHITE SMOKE ITEM: FOCUS BAND	ABILITY: STATIC ITEM: MAGNET	ABILITY: CLEAR BODY ITEM: MYSTIC WATER
IRON DEFENSE FLAIL AMNESIA HEAT WAVE	THUNDER WAVE THUNDERBOLT BITE QUICK ATTACK	BARRIER SLUDGE BOMB SURF MIRROR COAT
STEEL NORMAL PSYCHIC FIRE	ELECTRIC ELECTRIC DARK NORMAL	WATER POISON WATER PSYCHIC

BATTLE 92: PAREL HUNTER ♂

SWAMPERT ♂ WATER-GROUND	ALAKAZAM ♀ PSYCHIC	LUDICOLO ♂ WATER-GRASS
ABILITY: TORRENT ITEM: SCOPE LENS	ABILITY: SYNCHRONIZE ITEM: TWISTED SPOON	ABILITY: SWIFT SWIM ITEM: KING'S ROCK
SURF ICE BEAM EARTHQUAKE MUD-SLAP	PSYCHIC SHADOW BALL FIRE PUNCH REFLECT	RAIN DANCE GIGA DRAIN SURF ASTONISH
WATER ICE GROUND GROUND	PSYCHIC GHOST FIRE PSYCHIC	WATER GRASS WATER GHOST
WALREIN ♀ ICE-WATER	GOLDUCK ♂ WATER	EXPLOUD ♀ NORMAL
ABILITY: THICK FAT ITEM: IAPAPA BERRY	ABILITY: DAMP ITEM: LAX INCENSE	ABILITY: SOUNDPROOF ITEM: SILK SCARF
ENCORE SURF BODY SLAM ICE BEAM	SURF ICE BEAM PSYCHIC PSYCH UP	STOMP ROAR HYPER BEAM HYPER VOICE
NORMAL WATER NORMAL ICE	WATER ICE PSYCHIC NORMAL	NORMAL NORMAL NORMAL NORMAL

BATTLE 93: NOMOL ATHLETE ♀

RAIKOU ELECTRIC	NINETALES ♀ FIRE	WEEZING ♀ POISON
ABILITY: PRESSURE ITEM: MAGNET	ABILITY: FLASH FIRE ITEM: WHITE HERB	ABILITY: LEVITATE ITEM: POISON BARB
BITE QUICK ATTACK ROAR THUNDERBOLT	QUICK ATTACK OVERHEAT WILL-O-WISP FAINT ATTACK	SMOKESCREEN SHADOW BALL SLUDGE BOMB MEMENTO
DARK NORMAL NORMAL ELECTRIC	NORMAL FIRE FIRE DARK	NORMAL GHOST POISON DARK
SHUCKLE ♀ BUG-ROCK	ARMALDO ♂ ROCK-BUG	XATU ♂ PSYCHIC-FLYING
ABILITY: STURDY ITEM: LAX INCENSE	ABILITY: BATTLE ARMOR ITEM: SCOPE LENS	ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER
TOXIC DOUBLE TEAM WRAP REST	ANCIENTPOWER FURY CUTTER SLASH SWORDS DANCE	CONFUSE RAY AERIAL ACE PSYCHIC SHADOW BALL
POISON NORMAL NORMAL PSYCHIC	ROCK NORMAL BUG NORMAL	PSYCHIC FLYING PSYCHIC GHOST

BATTLE 94: DESOR FUN OLD LADY ♀

MEGANIUM ♂ GRASS	TYPHLOSION ♂ FIRE	FERALIGATR ♂ WATER
ABILITY: OVERTAKE ITEM: SITRUS BERRY	ABILITY: BLAZE ITEM: FOCUS BAND	ABILITY: TORRENT ITEM: SCOPE LENS
BODY SLAM RAZOR LEAF LIGHT SCREEN COUNTER	QUICK ATTACK FLAMETHROWER AERIAL ACE REVERSAL	SLASH CRUNCH SURF DRAGON CLAW
NORMAL GRASS PSYCHIC FIGHTING	NORMAL FIRE FLYING FIGHTING	NORMAL DARK WATER DRAGON
ESPEON ♂ PSYCHIC	UMBREON ♂ DARK	PINSIR ♀ BUG
ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER	ABILITY: SYNCHRONIZE ITEM: LEFTOVERS	ABILITY: HYPER CUTTER ITEM: LUM BERRY
SHADOW BALL PSYCH UP SWIFT PSYCHIC	TOXIC DIG CONFUSE RAY FAINT ATTACK	BRICK BREAK FAINT ATTACK SWORDS DANCE HYPER BEAM
GHOST NORMAL NORMAL PSYCHIC	POISON GROUND GHOST DARK	FIGHTING DARK NORMAL NORMAL

BATTLE 95: ELDAN GLASSES MAN ♂

LATIAS ♀ DRAGON-PSYCHIC	URSARING ♂ NORMAL	HOUNDOOM ♀ DARK-FIRE
ABILITY: LEVITATE ITEM: LUM BERRY	ABILITY: GUTS ITEM: WHITE HERB	ABILITY: EARLY BIRD ITEM: PETAYA BERRY
DRAGON CLAW RECOVER MIST BALL CHARM	EARTHQUAKE REST FRUSTRATION SNORE	SUNNY DAY SOLARBEAM FLAMETHROWER CRUNCH
DRAGON NORMAL PSYCHIC NORMAL	GROUND PSYCHIC NORMAL NORMAL	FIRE GRASS FIRE DARK
MILTANK ♀ NORMAL	ELECTRODE ELECTRIC	GYARADOS ♂ WATER-FLYING
ABILITY: THICK FAT ITEM: KING'S ROCK	ABILITY: STATIC ITEM: MAGNET	ABILITY: INTIMIDATE ITEM: FOCUS BAND
EARTHQUAKE STOMP BODY SLAM MILK DRINK	LIGHT SCREEN MIRROR COAT SWIFT THUNDERBOLT	DRAGON DANCE HYDRO PUMP FRUSTRATION FLAIL
GROUND NORMAL NORMAL NORMAL	PSYCHIC PSYCHIC NORMAL ELECTRIC	DRAGON WATER NORMAL NORMAL

BATTLE 96: ELDORA BODYBUILDER ♀

SUICUNE	WATER	AMPHAROS ♀	ELectRIC	CLAYDOL	GROUND-PSYCHIC
ABILITY: PRESSURE ITEM: BRIGHT POWDER	CALM MIND ICE BEAM SURF ROAR	PSYCHIC ICE WATER NORMAL	ABILITY: STATIC ITEM: MAGNET	THUNDER WAVE ATTRACT THUNDERBOLT SECRET POWER	ELECTRIC NORMAL ELECTRIC NORMAL
STANTLER ♂	NORMAL	PORYGON2	NORMAL	DONPHAN ♀	GROUND
ABILITY: INTIMIDATE ITEM: LAX INCENSE	SWAGGER FRUSTRATION PSYCH UP SHADOW BALL	NORMAL NORMAL NORMAL GHOST	ABILITY: TRACE ITEM: SCOPE LENS	AGILITY THUNDERBOLT TRI ATTACK PSYCHIC	PSYCHIC ELECTRIC NORMAL PSYCHIC

BATTLE 97: LISAN HUNTER ♀

METAGROSS	STEEL-PSYCHIC	CRADILY ♂	ROCK-GRASS	MACHAMP ♂	FIGHTING
ABILITY: CLEAR BODY ITEM: METAL COAT	PSYCHIC IRON DEFENSE METEOR MASH SHADOW BALL	PSYCHIC STEEL STEEL GHOST	ABILITY: SUCTION CUPS ITEM: HARD STONE	ANCIENTPOWER BARRIER AMNESIA GIGA DRAIN	ROCK PSYCHIC PSYCHIC GRASS
SKARMORY ♀	STEEL-FLYING	RHYDON ♀	GROUND-ROCK	HARIYAMA ♂	FIGHTING
ABILITY: KEEN EYE ITEM: SHARP BEAK	AGILITY DRILL PECK STEEL WING FRUSTRATION	PSYCHIC FLYING STEEL NORMAL	ABILITY: LIGHTNINGROD ITEM: SOFT SAND	ROCK BLAST MEGAHORN EARTHQUAKE HYPER BEAM	ROCK BUG GROUND NORMAL

BATTLE 98: MASSI TEACHER ♀

LATIOS ♂	DRAGON-PSYCHIC	KINGDRA ♀	WATER-DRAGON	FLYGON ♂	GROUND-DRAGON
ABILITY: LEVITATE ITEM: TWISTED SPOON	LUSTER PURGE EARTHQUAKE DRAGON CLAW MEMENTO	PSYCHIC GROUND DRAGON DARK	ABILITY: SWIFT SWIM ITEM: CHESTO BERRY	RAIN DANCE ICE BEAM SURF REST	WATER ICE WATER PSYCHIC
ALTARIA ♀	DRAGON-FLYING	SALAMENCE ♂	DRAGON-FLYING	SCEPTILE ♀	GRASS
ABILITY: NATURAL CURE ITEM: DRAGON FANG	AGILITY FLAMETHROWER DRAGON CLAW AERIAL ACE	PSYCHIC FIRE DRAGON FLYING	ABILITY: INTIMIDATE ITEM: LIECHI BERRY	DRAGON DANCE AERIAL ACE DRAGON CLAW EARTHQUAKE	DRAGON FLYING DRAGON GROUND

BATTLE 99: TYNAN COOLTRAINER ♂

HERACROSS ♀	BUG-FIGHTING	WOBBUFFET ♂	PSYCHIC	MILOTIC ♀	WATER
ABILITY: SWARM ITEM: SALAC BERRY	EARTHQUAKE ENDURE MEGAHORN REVERSAL	GROUND NORMAL BUG FIGHTING	ABILITY: SHADOW TAG ITEM: FIGY BERRY	COUNTER ENCORE MIRROR COAT DESTINY BOND	FIGHTING NORMAL PSYCHIC GHOST
DODRIO ♂	NORMAL-FLYING	CACTURNE ♀	GRASS-DARK	SABLEYE ♂	DARK-GHOST
ABILITY: EARLY BIRD ITEM: SCOPE LENS	TRI ATTACK QUICK ATTACK DRILL PECK FAÇADE	NORMAL NORMAL FLYING NORMAL	ABILITY: SAND VEIL ITEM: BRIGHT POWDER	SANDSTORM SAND-ATTACK LEECH SEED FAINT ATTACK	ROCK GROUND GRASS DARK

BATTLE 100: INFIN MT.BTLMASTER ♂

GARDEVOIR ♂	PSYCHIC	ALTARIA ♀	DRAGON-FLYING	KYOGRE	WATER
ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER	DESTINY BOND PSYCHIC CALM MIND THUNDERBOLT	GHOST PSYCHIC PSYCHIC ELECTRIC	ABILITY: NATURAL CURE ITEM: CITRUS BERRY	DRAGON DANCE EARTHQUAKE DRAGON CLAW AERIAL ACE	DRAGON GROUND DRAGON FLYING
CROBAT ♀	POISON-FLYING	MAGNETON	ELECTRIC-STEEL	AGGRON ♂	STEEL-ROCK
ABILITY: INNER FOCUS ITEM: SCOPE LENS	CONFUSE RAY SLUDGE BOMB AIR CUTTER HIDDEN POWER	GHOST POISON FLYING NORMAL	ABILITY: STURDY ITEM: LEFTOVERS	THUNDER WAVE TRI ATTACK THUNDERBOLT HIDDEN POWER	ELECTRIC NORMAL ELECTRIC NORMAL

MT. BATTLE: DOUBLE BATTLE

All climbs up Mt. Battle have similar highs and lows (see page 94 for the basics). But the Double Battle challenge has 100 different Trainers—all ready to sling combos. Prepare for some tough contests.

STRATEGY FOR ALL SEASONS

In the Double Battle challenge, you'll need to pass 100 Trainers with a single team as you brave each of the 10-Trainer areas, just as in the Single Battle challenge. Though Double Battle Trainers won't have Pokémons with held items until later than Single Battle Trainers do, they will use very strong moves earlier. And, of course, their teams are set up to put out partners that can set up combos quickly. For example, when both opposing Pokémons hit the field, one may immediately use Rain Dance to summon a rainstorm, then its partner will strike with Water-type attacks, which have raised power in the rain. (See page 13 for more examples.) Plan your sidekick strategy carefully.



Single Battles are often ruled by brute force, but Double Battles are far more cerebral. You'll constantly need to think about the potential combos that your opponent is setting up every time he has one of his Pokémons use a move.

AREA	BATTLE	DIFFICULTY	MOVE	HELD ITEM	KIND OF ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	USED RARELY	—
4	31-40	NORMAL	NORMAL	USED RARELY	—
5	41-50	STRONG	NORMAL	USED RARELY	—
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	VERY STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

QUICK TIPS FOR DOUBLE BATTLES

BACK-TO-BACK DEFENSE

Exploit moves that increase the defensive power of both of your onfield Pokémons, such as Reflect, which decreases the damage from physical attacks to each of your battlers. Your opponent will often do the same, so come equipped with countermoves like Brick Break, which shatters the Reflect effect.

RIDE (OR RUIN) COMBOS IN PLAY

If you suspect that your foe is setting up a combo, consider which moves your Pokémons have that will benefit from (or build upon) the combo—or, if not, will sabotage its completion. For example, if your opponent uses Sunny Day, which amps up Fire-type attacks, and your Pokémons have some, turn the good weather to your advantage. If your Pokémons don't have Fire-type attacks, change the weather with a move like Rain Dance before your foe's Fire-types walk all over your team.

TWICE THE AGGRESSION

The moves listed below unleash pain on both defenders in a Double Battle—vital for the Mt. Battle ascent. Some moves (see pages 166–172) engulf the attacker's partner additionally, so plan your sidekicks carefully. For example, Flying-types are good partners for Pokémons that use Earthquake—they're immune to Ground-type attacks.

MOVE	TYPE	BA	AC	PP	MOVE	TYPE	BA	AC	PP
ACID	PSN	40	100	30	POWDER SNOW	ICE	40	100	25
AIR CUTTER	FLY	55	95	25	RAZOR LEAF	GRS	55	95	25
BLIZZARD	ICE	120	70	5	RAZOR WIND	NRM	80	100	10
BUBBLE	WTR	20	100	30	ROCK SLIDE	RCK	75	90	10
ERUPTION	FIRE	150	100	5	STRING SHOT	BUG	-	95	40
GROWL	NRM	-	100	40	SURF	WTR	95	100	15
HEAT WAVE	FIRE	100	90	10	SWEET SCENT	NRM	-	100	20
HYPER VOICE	NRM	90	100	10	SWIFT	NRM	60	-	20
ICY WIND	ICE	55	95	15	TAIL WHIP	NRM	-	100	30
IMPRISON	PSY	-	100	10	TWISTER	DRG	40	100	20
LEER	NRM	-	100	30	WATER SPOUT	WTR	150	100	5
MUDGY WATER	WTR	95	85	10					

AREA 1

POKé COUPON: 50 points

BATTLE 1: BROTH RICH BOY♂

	POOCHYENA ♂	DARK		PINECO ♀	BUG		SWINUB ♀	ICE-GROUND
ABILITY: RUN AWAY ITEM: —	TACKLE ROAR THIEF YAWN	NORMAL NORMAL DARK NORMAL	ABILITY: STURDY ITEM: —	SPIKES TOXIC RAPID SPIN PIN MISSILE	GROUND POISON NORMAL BUG	ABILITY: OBLIVIOUS ITEM: —	AMNESIA ROAR POWDER SNOW ROCK SMASH	PSYCHIC NORMAL ICE FIGHTING
	SANDSHREW ♂	GROUND		SLAKOTH ♀	NORMAL		MAREEP ♀	ELECTRIC
ABILITY: SAND VEIL ITEM: —	SANDSTORM SCRATCH DEFENSE CURL FURY SWIPES	ROCK NORMAL NORMAL NORMAL	ABILITY: TRUANT ITEM: —	YAWN SNORE REST TOXIC	NORMAL NORMAL PSYCHIC POISON	ABILITY: STATIC ITEM: —	GROWL COTTON SPORE TACKLE THUNDERSHOCK	NORMAL GRASS NORMAL ELECTRIC

BATTLE 2: KEEDA TEACHER ♀

	RALTS ♀	PSYCHIC		SHROOMISH ♂	GRASS		SENTRET ♂	NORMAL
ABILITY: TRACE ITEM: —	REFLECT CONFUSION DREAM EATER CALM MIND	PSYCHIC PSYCHIC PSYCHIC PSYCHIC	ABILITY: EFFECT SPORE ITEM: —	SPORE BULLET SEED ABSORB TACKLE	GRASS GRASS GRASS NORMAL	ABILITY: KEEN EYE ITEM: —	REST AMNESIA DEFENSE CURL ASSIST	PSYCHIC PSYCHIC NORMAL NORMAL
	VULPIX ♀	FIRE		DUSKULL ♀	GHOST		SPINARAK ♂	BUG-POISON
ABILITY: FLASH FIRE ITEM: —	QUICK ATTACK ATTRACT EMBER WILL-O-WISP	NORMAL NORMAL FIRE FIRE	ABILITY: LEVITATE ITEM: —	CONFUSE RAY DISABLE ASTONISH CURSE	GHOST NORMAL GHOST ?	ABILITY: INSOMNIA ITEM: —	POISON STING SPIDER WEB NIGHT SHADE LEECH LIFE	POISON BUG GHOST BUG

BATTLE 3: FOLER GUY♂

	MAGIKARP ♂	WATER		FEEBAS ♂	WATER		AZURILL ♀	NORMAL
ABILITY: SWIFT SWIM ITEM: —	SPLASH FLAIL	NORMAL NORMAL	ABILITY: SWIFT SWIM ITEM: —	SPLASH MIRROR COAT	NORMAL PSYCHIC	ABILITY: THICK FAT ITEM: —	SPLASH BUBBLE CHARM	NORMAL WATER NORMAL
	SPOINK ♀	PSYCHIC		HOPPIP ♀	GRASS-FLYING		WYNAUT ♂	PSYCHIC
ABILITY: OWN TEMPO ITEM: —	SPLASH MAGIC COAT	NORMAL- PSYCHIC	ABILITY: CHLOROPHYLL ITEM: —	SPLASH SLEEP POWDER SYNTHESIS	NORMAL GRASS GRASS	ABILITY: SHADOW TAG ITEM: —	SPLASH COUNTER DESTINY BOND MIRROR COAT	NORMAL FIGHTING GHOST PSYCHIC

BATTLE 4: PASHA ATHLETE ♀

	WHISMUR ♂	NORMAL		SHUPPET ♀	GHOST		SLUGMA ♂	FIRE
ABILITY: SOUNDPROOF ITEM: —	SUPersonic SCREEch ASTONISH POUND	NORMAL NORMAL GHOST NORMAL	ABILITY: INSOMNIA ITEM: —	WILL-O-WISP DESTINY BOND ASTONISH KNOCK OFF	FIRE GHOST GHOST DARK	ABILITY: MAGMA ARMOR ITEM: —	ROCK SMASH LIGHT SCREEN EMBER SMOG	FIGHTING PSYCHIC FIRE POISON
	NINCADA ♀	BUG-GROUND		BARBOACH ♂	WATER-GROUND		MEDITITE ♀	FIGHTING-PSYCHIC
ABILITY: COMPOUNDEYES ITEM: —	SUNNY DAY METAL CLAW GUST MUD-SLAP	FIRE STEEL FLYING GROUND	ABILITY: OBLIVIOUS ITEM: —	MUD-SLAP FUTURE SIGHT WATER GUN AMNESIA	GROUND PSYCHIC WATER PSYCHIC	ABILITY: PURE POWER ITEM: —	MEDITATE REVERSAL HIDDEN POWER FAKE OUT	PSYCHIC FIGHTING NORMAL NORMAL

BATTLE 5: BAYEL GLASSES MAN ♂

	PICHU ♂	ELECTRIC		BALTOY	GROUND-PSYCHIC		LOTAD ♀	WATER-GRASS
ABILITY: STATIC ITEM: —	THUNDER WAVE SWEET KISS THUNDERSHOCK DOUBLESLAP	ELECTRIC NORMAL ELECTRIC NORMAL	ABILITY: LEVITATE ITEM: —	MUD-SLAP SKILL SWAP COSMIC POWER RAPID SPIN	GROUND PSYCHIC PSYCHIC NORMAL	ABILITY: RAIN DISH ITEM: —	WATER GUN GROWL MEGA DRAIN MIST	WATER NORMAL GRASS ICE
	SNUBBULL ♂	NORMAL		LEDYBA ♂	BUG-FLYING		MARILL ♂	WATER
ABILITY: INTIMIDATE ITEM: —	RAGE CHARM BITE LICK	NORMAL NORMAL DARK GHOST	ABILITY: SWARM ITEM: —	SUPersonic FLASH THIEF COMET PUNCH	NORMAL NORMAL DARK NORMAL	ABILITY: HUGE POWER ITEM: —	ROLLOUT WATER GUN LIGHT SCREEN DEFENSE CURL	ROCK WATER PSYCHIC NORMAL

BATTLE 6: MAYME RIDER ♀

SUNKERN ♀  ABILITY: CHLOROPHYLL ITEM: —	GRASS SYNTHESIS LEECH SEED GROWTH SOLARBEAM	GRASS GRASS NORMAL NORMAL	TOGEPI ♂  ABILITY: HUSTLE ITEM: —	NORMAL YAWN SUNNY DAY FOLLOW ME PECK	NORMAL FIRE NORMAL FLYING	WURMPLE ♂  ABILITY: SHIELD DUST ITEM: —	BUG STRING SHOT TACKLE POISON STING	BUG BUG NORMAL POISON
ARON ♂  ABILITY: ROCK HEAD ITEM: —	STEEL-ROCK PROTECT TOXIC TACKLE MUD-SLAP	NORMAL NORMAL NORMAL NORMAL GROUND	SHEDINJA  ABILITY: WONDER GUARD	SCRATCH METAL CLAW LEECH LIFE GRUDGE	NORMAL STEEL BUG GHOST	MAKUHITA ♀  ABILITY: GUTS ITEM: —	FIGHTING FAKE OUT ARM THRUST TACKLE KNOCK OFF	FIGHTING NORMAL FIGHTING NORMAL DARK

BATTLE 7: SHADD COOLTRAINER ♂

SKITTY ♀  ABILITY: CUTE CHARM ITEM: —	NORMAL HELPING HAND COVET ASSIST GROWL	NORMAL NORMAL NORMAL NORMAL NORMAL	JIGGLYPUFF ♀  ABILITY: CUTE CHARM ITEM: —	NORMAL SING FAKE TEARS POUND DOUBLESLAP	NORMAL DARK NORMAL NORMAL	KIRLIA ♀  ABILITY: SYNCHRONIZE ITEM: —	PSYCHIC DOUBLE TEAM THIEF CALM MIND FUTURE SIGHT	PSYCHIC NORMAL DARK PSYCHIC PSYCHIC
SURSKIT ♀  ABILITY: SWIFT SWIM ITEM: —	BUG-WATER QUICK ATTACK TOXIC BUBBLE ATTRACT	NORMAL NORMAL WATER WATER NORMAL	TRAPINCH ♀  ABILITY: HYPER CUTTER ITEM: —	GROUND SAND-ATTACK GUST BITE SAND TOMB	GROUND FLYING DARK GROUND	ZIGZAGOON ♂  ABILITY: PICKUP ITEM: —	NORMAL TACKLE TAIL WHIP MUD SPORT PURSUIT	NORMAL NORMAL GROUND DARK

BATTLE 8: SCHERLA ST. PERFORMER ♀

BELDUM  ABILITY: CLEAR BODY ITEM: —	STEEL-PSYCHIC TAKE DOWN	NORMAL	MACHOP ♂  ABILITY: GUTS ITEM: —	FIGHTING BULK UP LOW KICK ROCK SMASH SCARY FACE	FIGHTING FIGHTING FIGHTING NORMAL	ELECTRIKE ♂  ABILITY: LIGHTNINGROD ITEM: —	ELECTRIC THUNDER WAVE LEER QUICK ATTACK UPROAR	ELECTRIC NORMAL NORMAL NORMAL
HORSEA ♂  ABILITY: SWIFT SWIM ITEM: —	WATER SMOKESCREEN TWISTER AGILITY DIVE	WATER NORMAL DRAGON PSYCHIC WATER	SNORUNT ♂  ABILITY: INNER FOCUS ITEM: —	ICE LEER LIGHT SCREEN POWDER SNOW BITE	NORMAL PSYCHIC ICE DARK	NUMEL ♂  ABILITY: OBLIVIOUS ITEM: —	FIRE-GROUND ROLLOUT ROCK SMASH GROWL FOCUS ENERGY	ROCK FIGHTING NORMAL NORMAL

BATTLE 9: DELAV BANDANA GUY ♂

CLAMPERL ♀  ABILITY: SHELL ARMOR ITEM: —	WATER CLAMP SUPersonic WHIRLPOOL IRON DEFENSE	WATER NORMAL WATER STEEL	MAGNETON  ABILITY: MAGNET PULL ITEM: —	ELECTRIC-STEEL METAL SOUND FLASH THUNDERSHOCK SONICBOOM	STEEL NORMAL ELECTRIC NORMAL	SEEDOT ♀  ABILITY: EARLY BIRD ITEM: —	GRASS QUICK ATTACK SYNTHESIS NATURE POWER SUNNY DAY	GRASS NORMAL GRASS NORMAL FIRE
IGGLYBUFF ♀  ABILITY: CUTE CHARM ITEM: —	NORMAL DIG FLASH POUND CHARM	GROUND NORMAL NORMAL NORMAL NORMAL	KOFFING ♂  ABILITY: LEVITATE ITEM: —	Poison SMOG DESTINY BOND SCREECH TACKLE	Poison GHOST NORMAL NORMAL	GEODUDE ♀  ABILITY: ROCK HEAD ITEM: —	ROCK-GROUND DEFENSE CURL ROLLOUT ROCK SMASH BLOCK	ROCK FIGHTING NORMAL ROCK FIGHTING NORMAL

BATTLE 10: ELION AREA LEADER ♀

ZUBAT ♀  ABILITY: INNER FOCUS ITEM: —	Poison-Flying SUPersonic Leech Life Bite Astonish	NORMAL BUG DARK GHOST	DODUO ♂  ABILITY: EARLY BIRD ITEM: —	NORMAL-FLYING PECK Pursuit Growl Agility	Flying DARK NORMAL Psychic	HOOTHOOT ♀  ABILITY: KEEN EYE ITEM: —	NORMAL-FLYING Foresight Hypnosis Flash Dream Eater	NORMAL Psychic Normal Psychic
SWABLU ♂  ABILITY: NATURAL CURE ITEM: —	NORMAL-FLYING Pursuit Mirror Move Sing Fury Attack	DARK FLYING NORMAL NORMAL	TAILLOW ♂  ABILITY: GUTS ITEM: —	NORMAL-FLYING Quick Attack Double Team Peck Supersonic	Normal Normal Flying Normal	WINGULL ♀  ABILITY: KEEN EYE ITEM: —	WATER-FLYING Twister Water Gun Growl Supersonic	Dragon Water Normal Normal

AREA 2

POKé COUPON: 100 points

BATTLE 11: NEMI LADY ♀

SILCOON ♂ Ability: SHED SKIN Item: — HARDEN TACKLE NORMAL NORMAL	CASCOON ♀ Ability: SHED SKIN Item: — HARDEN POISON STING NORMAL POISON	VOLBEAT ♂ Ability: SWARM Item: — GIGA DRAIN TAIL GLOW HELPING HAND MOONLIGHT BUG NORMAL NORMAL
ILLUMISE ♀ Ability: OBLIVIOUS Item: — QUICK ATTACK CHARM HELPING HAND MOONLIGHT NORMAL NORMAL NORMAL NORMAL	PLUSLE ♀ Ability: PLUS Item: — QUICK ATTACK BATON PASS SUBSTITUTE FAKE TEARS NORMAL NORMAL NORMAL DARK	MINUN ♂ Ability: MINUS Item: — QUICK ATTACK AGILITY BATON PASS CHARM NORMAL PSYCHIC NORMAL NORMAL

BATTLE 12: KELVOR FUN OLD MAN ♂

SPHEAL ♀ Ability: THICK FAT Item: — STOCKPILE SPIT UP SWALLOW NORMAL NORMAL NORMAL	GULPIN ♂ Ability: STICKY HOLD Item: — STOCKPILE SPIT UP SWALLOW NORMAL NORMAL NORMAL	MAWILE ♀ Ability: INTIMIDATE Item: — STOCKPILE SANDSTORM SPIT UP FAKE TEARS NORMAL ROCK NORMAL DARK
UILEEP ♂ Ability: SUCTION CUPS Item: — STOCKPILE MIRROR COAT SWALLOW SPIT UP NORMAL PSYCHIC NORMAL NORMAL	WOOPER ♀ Ability: WATER ABSORB Item: — STOCKPILE SPIT UP SWALLOW YAWN NORMAL NORMAL NORMAL NORMAL	PELIPPER ♂ Ability: KEEN EYE Item: — STOCKPILE SPIT UP SWALLOW NORMAL NORMAL NORMAL

BATTLE 13: VARIAN ATHLETE ♂

PIKACHU ♀ Ability: STATIC Item: — THUNDERSHOCK REVERSAL LIGHT SCREEN THUNDER WAVE ELECTRIC ELECTRIC FIGHTING PSYCHIC ELECTRIC	PSYDUCK ♂ Ability: DAMP Item: — SCREECH FURY SWIPES PSYBEAM DISABLE NORMAL NORMAL PSYCHIC NORMAL	TREECKO ♀ Ability: OVERGROW Item: — MEGA DRAIN PURSUIT DETECT DRAGONBREATH GRASS DARK FIGHTING DRAGON
LARVITAR ♂ Ability: GUTS Item: — BITE ATTRACT ROCK SMASH LEER DARK NORMAL FIGHTING NORMAL	MUDKIP ♀ Ability: TORRENT Item: — MUD-SLAP GROWL WATER GUN STOMP GROUND NORMAL WATER NORMAL	TORCHIC ♂ Ability: BLAZE Item: — FIRE SPIN SCRATCH SAND-ATTACK SWAGGER FIRE NORMAL GROUND NORMAL

BATTLE 14: WENDO RIDER ♂

ODDISH ♀ Ability: CHLOROPHYLL Item: — RAZOR LEAF POISONPOWDER CUT ACID GRASS-POISON GRASS 	TEDDIURSA ♂ Ability: PICKUP Item: — LICK REST SLEEP TALK SCRATCH NORMAL GHOST PSYCHIC NORMAL NORMAL	PHANPY ♀ Ability: PICKUP Item: — FLAIL TACKLE SUNNY DAY ODOR SLEUTH GROUND NORMAL NORMAL FIRE NORMAL
CHIKORITA ♂ Ability: OVERGROW Item: — RAZOR LEAF REFLECT GRASSWHISTLE BULLET SEED GRASS PSYCHIC GRASS GRASS	TOTODILE ♀ Ability: TORRENT Item: — WATER GUN RAGE MUD SPORT DARK WATER NORMAL GROUND	CYNDAQUIL ♂ Ability: BLAZE Item: — SMOKESCREEN FLAME WHEEL SWIFT HOWL FIRE NORMAL FIREF NORMAL NORMAL

BATTLE 15: KARDEN FUN OLD LADY ♀

BAGON ♂ Ability: ROCK HEAD Item: — DRAGON RAGE SCARY FACE 	CHINCHOU ♂ Ability: ILLUMINATE Item: — SPARK DIVE SUPERSONIC CHARGE WATER-ELECTRIC ELECTRIC WATER NORMAL ELECTRIC	CARVANHA ♂ Ability: ROUGH SKIN Item: — THIEF RAGE SWAGGER SCREECH WATER-DARK DARK NORMAL NORMAL NORMAL
GRIMER ♂ Ability: STENCH Item: — TAUNT SLUDGE GIGA DRAIN DISABLE DARK POISON GRASS NORMAL	ABRA ♀ Ability: SYNCHRONIZE Item: — ENCORE ICE PUNCH TORMENT FIRE PUNCH NORMAL ICE DARK POISON	HOUNDOUR ♂ Ability: EARLY BIRD Item: — COUNTER EMBER FAINT ATTACK SMOG DARK-FIRE FIGHTING DARK Poison

BATTLE 16: SHAIL ROLLER BOY ♂

QWILFISH ♂	WATER-POISON	LUVDISC ♀	WATER	TENTACOOL ♂	WATER-POISON
ABILITY: POISON POINT ITEM: —	SPIKES POISON STING MINIMIZE PIN MISSILE	GROUND POISON NORMAL BUG	ABILITY: SWIFT SWIM ITEM: —	CHARM SWEET KISS ATTRACT RAIN DANCE	NORMAL NORMAL NORMAL WATER
CORPHISH ♂	WATER	REMORAID ♂	WATER	GOLDEEN ♂	WATER
ABILITY: SHELL ARMOR ITEM: —	BUBBLE HARDEN VICEGRIP MUD SPORT	WATER NORMAL NORMAL GROUND	ABILITY: HUSTLE ITEM: —	RAIN DANCE LOCK-ON WATER GUN SUPERSONIC	WATER NORMAL WATER NORMAL
CACNEA ♀	GRASS	SKIPLOOM ♂	GRASS-FLYING	NUZLEAF ♂	GRASS-DARK
ABILITY: SAND VEIL ITEM: —	ABSORB INGRAN POISON STING ACID	GRASS GRASS POISON POISON	ABILITY: CHLOROPHYLL ITEM: —	LEECH SEED TACKLE COTTON SPORE SYNTHESIS	GRASS NORMAL GRASS GRASS
GLOOM ♂	GRASS-POISON	LOMBRE ♀	WATER-GRASS	ROSELIA ♂	GRASS-POISON
ABILITY: CHLOROPHYLL ITEM: —	CHARM ACID FLASH MOONLIGHT	NORMAL POISON NORMAL NORMAL	ABILITY: RAIN DISH ITEM: —	FAKE OUT UPROAR WATER SPORT RAIN DANCE	NORMAL NORMAL WATER WATER

BATTLE 17: BASOR HUNTER ♂

CACNEA ♀	GRASS	SKIPLOOM ♂	GRASS-FLYING	NUZLEAF ♂	GRASS-DARK
ABILITY: SAND VEIL ITEM: —	ABSORB INGRAN POISON STING ACID	GRASS GRASS POISON POISON	ABILITY: CHLOROPHYLL ITEM: —	LEECH SEED TACKLE COTTON SPORE SYNTHESIS	GRASS NORMAL GRASS GRASS
GLOOM ♂	GRASS-POISON	LOMBRE ♀	WATER-GRASS	ROSELIA ♂	GRASS-POISON
ABILITY: CHLOROPHYLL ITEM: —	CHARM ACID FLASH MOONLIGHT	NORMAL POISON NORMAL NORMAL	ABILITY: RAIN DISH ITEM: —	FAKE OUT UPROAR WATER SPORT RAIN DANCE	NORMAL NORMAL WATER WATER

BATTLE 18: RABURN RESEARCHER ♂

SENTRET ♀	NORMAL	VIBRAVA ♂	GROUND-DRAGON	RHYHORN ♂	GROUND-ROCK
ABILITY: KEEN EYE ITEM: —	FURY SWIPES WATER PULSE DEFENSE CURL HELPING HAND	NORMAL WATER NORMAL NORMAL	ABILITY: LEVITATE ITEM: —	SAND-ATTACK BITE FAINT ATTACK QUICK ATTACK	GROUND DARK DARK NORMAL
DELIBIRD ♀	ICE-FLYING	VOLTORB	ELECTRIC	NATU ♂	PSYCHIC-FLYING
ABILITY: VITAL SPIRIT ITEM: —	PRESENT AERIAL ACE THIEF FUTURE SIGHT	NORMAL FLYING DARK PSYCHIC	ABILITY: SOUNDPROOF ITEM: —	MIRROR COAT ROLLOUT SPARK LIGHT SCREEN	PSYCHIC ROCK ELECTRIC PSYCHIC
MINUN ♀	ELECTRIC	WAILMER ♀	WATER	PLUSLE ♂	ELECTRIC
ABILITY: MINUS ITEM: —	SHOCK WAVE CHARM HELPING HAND SUBSTITUTE	ELECTRIC NORMAL NORMAL NORMAL	ABILITY: NATURAL CURE ITEM: —	TOXIC LIGHT SCREEN FAADE FLY	POISON PSYCHIC NORMAL FLYING
PUPITAR ♂	ROCK-GROUND	SWABLU ♀	NORMAL-FLYING	PLUSLE ♂	NORMAL
ABILITY: ROCK HEAD ITEM: —	MUD SPORT ROCK THROW ATTRACT DIG	GROUND ROCK NORMAL GROUND	ABILITY: PLUS ITEM: —	FAKE TEARS SPARK THUNDER WAVE	DARK ELECTRIC ELECTRIC
WAILMER ♀	WATER	LEDIAN ♀	BUG-FLYING	PUPITAR ♂	ROCK-GROUND
ABILITY: WATER VEIL ITEM: —	ROCK TOMB SNORE WATER SPORT REST	ROCK NORMAL WATER PSYCHIC	ABILITY: EARLY BIRD ITEM: —	BITE STOMP SCREECH SCARY FACE	DARK NORMAL NORMAL NORMAL

BATTLE 19: VERON COOLTRAINER ♀

GRAVELER ♀	ROCK-GROUND	SWABLU ♀	NORMAL-FLYING	PLUSLE ♂	ELECTRIC
ABILITY: ROCK HEAD ITEM: —	MUD SPORT ROCK THROW ATTRACT DIG	GROUND ROCK NORMAL GROUND	ABILITY: NATURAL CURE ITEM: —	TOXIC LIGHT SCREEN FAADE FLY	POISON PSYCHIC NORMAL FLYING
MINUN ♀	ELECTRIC	WAILMER ♀	WATER	PUPITAR ♂	ROCK-GROUND
ABILITY: MINUS ITEM: —	SHOCK WAVE CHARM HELPING HAND SUBSTITUTE	ELECTRIC NORMAL NORMAL NORMAL	ABILITY: WATER VEIL ITEM: —	ROCK TOMB SNORE WATER SPORT REST	ROCK NORMAL WATER PSYCHIC
PUPITAR ♂	WATER	LEDIAN ♀	BUG-FLYING	PLUSLE ♂	NORMAL
ABILITY: SHED SKIN ITEM: —	ROCK TOMB SNORE WATER SPORT REST	ROCK NORMAL WATER PSYCHIC	ABILITY: PLUS ITEM: —	QUICK ATTACK FAKE TEARS SPARK THUNDER WAVE	DARK ELECTRIC ELECTRIC
WAILMER ♀	WATER	LEDIAN ♀	BUG-FLYING	PUPITAR ♂	ROCK-GROUND
ABILITY: WATER VEIL ITEM: —	ROCK TOMB SNORE WATER SPORT REST	ROCK NORMAL WATER PSYCHIC	ABILITY: EARLY BIRD ITEM: —	BITE STOMP SCREECH SCARY FACE	DARK NORMAL NORMAL NORMAL

BATTLE 20: ALTOR AREA LEADER ♂

ANORITH ♂	ROCK-BUG	LEDIAN ♀	BUG-FLYING	BEAUTIFLY ♀	BUG-FLYING
ABILITY: BATTLE ARMOR ITEM: —	FURY CUTTER MUD SPORT HARDEN METAL CLAW	BUG GROUND NORMAL STEEL	ABILITY: EARLY BIRD ITEM: —	AGILITY SAFEGUARD SUPERSONIC FAADE	PSYCHIC NORMAL NORMAL NORMAL
ARIADOS ♂	BUG-POISON	DUSTOX ♂	BUG-POISON	PUPITAR ♂	ROCK-GROUND
ABILITY: INSOMNIA ITEM: —	NIGHT SHADE POISON STING LEECH LIFE FLASH	GHOST POISON BUG NORMAL	ABILITY: SHIELD DUST ITEM: —	PSYBEAM WHIRLWIND POISON STING MOONLIGHT	PSYCHIC NORMAL POISON NORMAL
YANMA ♂	BUG-FLYING	LEDIAN ♀	BUG-FLYING	BEAUTIFLY ♀	BUG-FLYING
ABILITY: COMPOUNDEYES ITEM: —	SUPersonic DOUBLE TEAM WING ATTACK QUICK ATTACK	AGILITY SAFEGUARD SUPERSONIC FAADE	ABILITY: SWARM ITEM: —	GIGA DRAIN WHIRLWIND MORNING SUN GUST	GRASS NORMAL NORMAL FLYING
ARIADOS ♂	BUG-POISON	DUSTOX ♂	BUG-POISON	PUPITAR ♂	ROCK-GROUND
ABILITY: INSOMNIA ITEM: —	NIGHT SHADE POISON STING LEECH LIFE FLASH	GHOST POISON BUG NORMAL	ABILITY: SHIELD DUST ITEM: —	PSYBEAM WHIRLWIND POISON STING MOONLIGHT	PSYCHIC NORMAL POISON NORMAL
YANMA ♂	BUG-FLYING	LEDIAN ♀	BUG-FLYING	BEAUTIFLY ♀	BUG-FLYING
ABILITY: COMPOUNDEYES ITEM: —	SUPersonic DOUBLE TEAM WING ATTACK QUICK ATTACK	AGILITY SAFEGUARD SUPERSONIC FAADE	ABILITY: SWARM ITEM: —	GIGA DRAIN WHIRLWIND MORNING SUN GUST	GRASS NORMAL NORMAL FLYING

AREA 3

POKé COUPON: 200 points

BATTLE 21: KLEM GUY ♂

MARILL ♀	WATER	GEODUDE ♀	ROCK-GROUND	JIGGLYPUFF ♀	NORMAL
	TICKLE ROLLOUT DEFENSE CURL TAIL WHIP	NORMAL ROCK NORMAL NORMAL		ABILITY: STURDY ITEM: — DEFENSE CURL ROLLOUT MUD SPORT TACKLE	NORMAL ROCK GROUND NORMAL
VOLTORB	ELECTRIC	WAILMER ♂	WATER	PHANPY ♂	GROUND
	SCREECH ROLLOUT SPARK MIRROR COAT	NORMAL ROCK ELECTRIC PSYCHIC		ABILITY: OBLIVIOUS ITEM: — GROWL ROLLOUT DIVE ROAR	NORMAL ROCK WATER NORMAL
					ABILITY: PICKUP ITEM: — DEFENSE CURL ROLLOUT FLAIL ODOR SLEUTH

BATTLE 22: PROCIO HUNTER ♀

LEDIAN ♀	BUG-FLYING	TORKOAL ♂	FIRE	CHIMECHO ♀	PSYCHIC
	ABILITY: EARLY BIRD ITEM: — SILVER WIND SAFEGUARD SWIFT TOXIC	BUG NORMAL NORMAL POISON		ABILITY: WHITE SMOKE ITEM: — CURSE BODY SLAM AMNESIA FIRE SPIN	? NORMAL PSYCHIC FIRE
SMEARGLE ♂	NORMAL	SANDSLASH ♂	GROUND	CORSOLA ♀	WATER-ROCK
	ABILITY: OWN TEMPO ITEM: — ICY WIND ASTONISH DRAGONBREATH ATTRACT	ICE GHOST DRAGON NORMAL		ABILITY: SAND VEIL ITEM: — SAND-ATTACK FLAIL SAND TOMB DIG	GROUND NORMAL GROUND GROUND
					ABILITY: HUSTLE ITEM: — CONFUSE RAY BUBBLEBEAM ANCIENTPOWER BARRIER

BATTLE 23: DILASI ATHLETE ♂

WOOPER ♂	WATER-GROUND	GLIGAR ♂	GROUND-FLYING	CACNEA ♂	GRASS
	ABILITY: WATER ABSORB ITEM: — SURF AMNESIA ANCIENTPOWER MUD SHOT	WATER PSYCHIC ROCK GROUND		ABILITY: SAND VEIL ITEM: — SANDSTORM SCREECH METAL CLAW QUICK ATTACK	ROCK NORMAL STEEL NORMAL
FLAAFFY ♀	ELECTRIC	SWINUB ♀	ICE-GROUND	NUMEL ♂	FIRE-GROUND
	ABILITY: STATIC ITEM: — SHOCK WAVE COTTON SPORE ATTRACT SECRET POWER	ELECTRIC GRASS NORMAL NORMAL		ABILITY: OBLIVIOUS ITEM: — DIG POWDER SNOW SANDSTORM MIST	GROUND ICE ROCK ICE
					ABILITY: OBLIVIOUS ITEM: — EMBER ROLLOUT MAGNITUDE SANDSTORM

BATTLE 24: MENGEL BODYBUILDER ♂

BEAUTIFLY ♂	BUG-FLYING	SUNFLORA ♀	GRASS	ROSELIA ♂	GRASS-POISON
	ABILITY: SWARM ITEM: — MORNING SUN SUNNY DAY TOXIC ATTRACT	NORMAL FIRE POISON NORMAL		ABILITY: CHLOROPHYLL ITEM: — SYNTHESIS SUNNY DAY TOXIC INGRAIN	GRASS FIRE POISON GRASS
VOLBEAT ♀	BUG	ILLUMISE ♀	BUG	DUSTOX ♀	BUG-POISON
	ABILITY: SWARM ITEM: — MOONLIGHT SUNNY DAY TOXIC CONFUSE RAY	NORMAL FIRE POISON GHOST		ABILITY: OBLIVIOUS ITEM: — MOONLIGHT SUNNY DAY TOXIC WISH	NORMAL FIRE POISON NORMAL
					ABILITY: SHIELD DUST ITEM: — MOONLIGHT SUNNY DAY TOXIC LIGHT SCREEN

BATTLE 25: KLAME CHASER ♂

NOSEPASS ♂	ROCK	CLAMPERL ♂	WATER	MACHOKE ♀	FIGHTING
	ABILITY: MAGNET PULL ITEM: — ROCK SLIDE SHOCK WAVE THUNDER WAVE BLOCK	ROCK ELECTRIC ELECTRIC NORMAL		ABILITY: SHELL ARMOR ITEM: DEEPSEASCALE IRON DEFENSE WHIRLPOOL ATTRACT SUPERSONIC	STEEL WATER NORMAL NORMAL
ARIADOS ♂	BUG-POISON	MEDICHAM ♀	FIGHTING-PSYCHIC	DELCATTY ♂	NORMAL
	ABILITY: INSOMNIA ITEM: — GIGA DRAIN TOXIC STRING SHOT PURSUIT	GRASS POISON BUG DARK		ABILITY: PURE POWER ITEM: — ROCK TOMB ATTRACT CONFUSION MEDITATE	ROCK NORMAL PSYCHIC PSYCHIC
					ABILITY: CUTE CHARM ITEM: — HELPING HAND ASSIST TOXIC DIG

BATTLE 26: LONEN ST. PERFORMER ♂

FURRET ♂ ABILITY: KEEN EYE ITEM: —	NORMAL PSYCHIC NORMAL NORMAL NORMAL	LINOONE ♂ ABILITY: PICKUP ITEM: —	NORMAL BELLY DRUM COVET REST FURY SWIPE	NORMAL NORMAL PSYCHIC NORMAL	TOGETIC ♀ ABILITY: SERENE GRACE ITEM: —	SWEET KISS WISH YAWN FLASH	NORMAL NORMAL NORMAL NORMAL	
VIGOROTH ♂ ABILITY: VITAL SPIRIT ITEM: —	NORMAL SCRATCH ENCORE COUNTER AERIAL ACE	NORMAL NORMAL NORMAL FLYING	DUNSPARCE ♂ ABILITY: SERENE GRACE ITEM: —	NORMAL YAWN ENDEAVOR GLARE WATER PULSE	NORMAL NORMAL NORMAL WATER	CASTFORM ♂ ABILITY: FORECAST ITEM: —	RAIN DANCE HAIL SUNNY DAY TACKLE	NORMAL WATER ICE FIRE NORMAL

BATTLE 27: OMAT GLASSES MAN ♂

SHELGON ♀ ABILITY: ROCK HEAD ITEM: —	DRAGON TWISTER BITE SCARY FACE PROTECT	SEALEO ♀ ABILITY: THICK FAT ITEM: —	ICE-WATER ENCORE WATER GUN POWDER SNOW	NORMAL WATER ICE	LAIRON ♂ ABILITY: ROCK HEAD ITEM: —	STEEL-ROCK MUD-SLAP WATER PULSE IRON DEFENSE METAL SOUND	GROUND WATER STEEL STEEL	
LINOONE ♂ ABILITY: PICKUP ITEM: —	NORMAL DIG ODOR SLEUTH COVET SAND-ATTACK	GROUND NORMAL NORMAL GROUND	SUNFLORA ♂ ABILITY: CHLOROPHYLL ITEM: —	GRASS INGRAIN RAZOR LEAF FLASH LIGHT SCREEN	GRASS GRASS NORMAL PSYCHIC	METANG ABILITY: CLEAR BODY ITEM: —	STEEL-PSYCHIC SCARY FACE IRON DEFENSE AERIAL ACE PURSUIT	NORMAL STEEL FLYING DARK

BATTLE 28: STEFET RIDER ♀

STARYU ABILITY: ILLUMINATE ITEM: —	WATER COSMIC POWER CAMOUFLAGE WATER GUN RECOVER	AIPOM ♀ ABILITY: RUN AWAY ITEM: —	NORMAL BEAT UP FURY SWIPE DOUBLE TEAM ASTONISH	DARK NORMAL NORMAL GHOST	SMEARGLE ♀ ABILITY: OWN TEMPO ITEM: —	NORMAL TAUNT DISABLE TORMENT COSMIC POWER	DARK NORMAL DARK PSYCHIC	
SPINDA ♂ ABILITY: OWN TEMPO ITEM: —	NORMAL TEETER DANCE THIEF ENCORE PSYCH UP	NORMAL DARK NORMAL NORMAL	FLAAFFY ♀ ABILITY: STATIC ITEM: —	ELECTRIC THUNDER WAVE THUNDERSHOCK LIGHT SCREEN FLASH	ELECTRIC ELECTRIC PSYCHIC NORMAL	LOUDRED ♂ ABILITY: SOUNDPROOF ITEM: —	NORMAL POUND ASTONISH SUPERSONIC HOWL	NORMAL GHOST NORMAL NORMAL

BATTLE 29: DILLOT COOLTRAINER ♂

NOCTOWL ♀ ABILITY: KEEN EYE ITEM: —	NORMAL-FLYING CONFUSION FLASH FAINT ATTACK FORESIGHT	BEAUTIFLY ♂ ABILITY: SWARM ITEM: —	BUG-FLYING STUN SPORE WHIRLWIND MEGA DRAIN GUST	GRASS NORMAL GRASS FLYING	WIGGLYTUFF ♀ ABILITY: CUTE CHARM ITEM: —	NORMAL CHARM WATER PULSE POUND DISABLE	NORMAL WATER NORMAL NORMAL	
FORRETTRESS ♂ ABILITY: STURDY ITEM: —	BUG-STEEL SPIKES TAKE DOWN TOXIC BIDE	GROUND NORMAL POISON NORMAL	BANETTE ♂ ABILITY: INSOMNIA ITEM: —	HOST CURSE KNOCK OFF REST FAINT ATTACK	? DARK PSYCHIC DARK	XATU ♂ ABILITY: EARLY BIRD ITEM: —	PSYCHIC-FLYING NORMAL GHOST PSYCHIC HOST	PSYCHIC-FLYING NORMAL GHOST PSYCHIC HOST

BATTLE 30: KUCHER AREA LEADER ♂

QUILAVA ♀ ABILITY: BLAZE ITEM: —	FIRE EMBER LEER BRICK BREAK PROTECT	MARSHTOMP ♂ ABILITY: TORRENT ITEM: —	WATER-GROUND WATER GUN BIDE FORESIGHT MUD-SLAP	WATER NORMAL NORMAL GROUND	BAYLEEF ♀ ABILITY: OVERGROW ITEM: —	GRASS GROWL SECRET POWER FAÇADE LIGHT SCREEN	GRASS NORMAL NORMAL NORMAL PSYCHIC	
COMBUSKEN ♂ ABILITY: BLAZE ITEM: —	FIRE-FIGHTING SCRATCH AERIAL ACE DOUBLE KICK SAND-ATTACK	NORMAL FLYING FIGHTING GROUND	CROCONAW ♂ ABILITY: TORRENT ITEM: —	WATER WATER GUN BITE RAGE SCARY FACE	WATER DARK NORMAL NORMAL	GROVYLE ♂ ABILITY: OVERGROW ITEM: —	GRASS MEGA DRAIN SCREECH FURY CUTTER FLASH	GRASS NORMAL BUG NORMAL

AREA 4

POKé COUPON: 400 points

BATTLE 31: OMAK BANDANA GUY ♂

DUNSPARCE ♀  ABILITY: RUN AWAY ITEM: —	NORMAL RAGE NORMAL	SNUBBULL ♂  ABILITY: INTIMIDATE ITEM: —	NORMAL RAGE NORMAL	HOUNDOUR ♀  ABILITY: FLASH FIRE ITEM: —	DARK-FIRE RAGE NORMAL
SWABLU ♀  ABILITY: NATURAL CURE ITEM: —	NORMAL-FLYING RAGE NORMAL	CARVANHA ♂  ABILITY: ROUGH SKIN ITEM: —	WATER-DARK RAGE NORMAL	TAILLOW ♂  ABILITY: GUTS ITEM: —	NORMAL-FLYING RAGE NORMAL

BATTLE 32: LUNDA BODYBUILDER ♀

SPINDA ♂  ABILITY: OWN TEMPO ITEM: MACHO BRACE	TRICK DIZZY PUNCH NORMAL	KECLEON ♂  ABILITY: COLOR CHANGE ITEM: CHOICE BAND	TRICK ASTONISH SUBSTITUTE NORMAL	KADABRA ♂  ABILITY: INNER FOCUS ITEM: —	PSYCHIC DARK THIEF PSYCHIC DARK DARK
VOLBEAT ♂  ABILITY: ILLUMINATE ITEM: WIKI BERRY	TRICK SIGNAL BEAM BUG	ZIGZAGOON ♂  ABILITY: PICKUP ITEM: FIGY BERRY	TRICK DIG COVET NORMAL	GRUMPIG ♂  ABILITY: OWN TEMPO ITEM: MAGO BERRY	PSYCHIC DARK SNATCH PSYCHIC DARK DARK

BATTLE 33: TARK RICH BOY ♂

VULPIX ♀  ABILITY: FLASH FIRE ITEM: —	FIRE EMBER WILL-O-WISP SAFEGUARD NORMAL	BELLOSSOM ♀  ABILITY: CHLOROPHYLL ITEM: —	CHARM FRUSTRATION REST SWEET SCENT NORMAL	TAILLOW ♂  ABILITY: GUTS ITEM: —	NORMAL-FLYING DOUBLE TEAM AERIAL ACE QUICK ATTACK AGILITY NORMAL FLYING NORMAL PSYCHIC
SANDSHREW ♂  ABILITY: SAND VEIL ITEM: —	GROUND SCRATCH COUNTER FURY SWIPES ROCK SMASH NORMAL	KIRLIA ♂  ABILITY: TRACE ITEM: —	PSYCHIC CALM MIND CONFUSION REFLECT SKILL SWAP NORMAL	TOGEPI ♂  ABILITY: SERENE GRACE ITEM: —	NORMAL CHARM YAWN SWEET KISS REST NORMAL NORMAL NORMAL PSYCHIC

BATTLE 34: DRADA TEACHER ♀

KECLEON ♂  ABILITY: COLOR CHANGE ITEM: —	NORMAL SCRATCH SCREECH PSYBEAM BIND NORMAL	SEADRA ♀  ABILITY: POISON POINT ITEM: —	WATER WATER GUN SPLASH FADE RAIN DANCE NORMAL	SEAKING ♀  ABILITY: WATER VEIL ITEM: —	WATER TOXIC PSYBEAM PECK ATTRACT POISON PSYCHIC FLYING NORMAL
GIRAFARIG ♀  ABILITY: INNER FOCUS ITEM: —	NORMAL-PSYCHIC AGILITY BATON PASS AMNESIA GROWL NORMAL	SKIPLOOM ♂  ABILITY: CHLOROPHYLL ITEM: —	GRASS-FLYING LEECH SEED AERIAL ACE MEGA DRAIN HELPING HAND NORMAL	SNUBBULL ♂  ABILITY: INTIMIDATE ITEM: —	NORMAL SMELLING SALT SCARY FACE BITE CHARM NORMAL NORMAL DARK NORMAL

BATTLE 35: AIKON FUN OLD MAN ♂

MIGHTYENA ♀  ABILITY: INTIMIDATE ITEM: —	DARK SAND-ATTACK ASTONISH SWAGGER THIEF GROUND GHOST NORMAL DARK	MAGCARGO ♂  ABILITY: FLAME BODY ITEM: —	FIRE-ROCK ROCK THROW SMOG ROCK SMASH AMNESIA ROCK POISON FIGHTING PSYCHIC	WIGGLYTUFF ♀  ABILITY: CUTE CHARM ITEM: —	NORMAL DISABLE BRICK BREAK DOUBLESLAP DEFENSE CURL NORMAL FIGHTING NORMAL NORMAL
AZUMARILL ♀  ABILITY: HUGE POWER ITEM: —	WATER ROLLOUT TAIL WHIP WATER GUN DEFENSE CURL ROCK NORMAL WATER NORMAL	SUDOWOODO ♂  ABILITY: STURDY ITEM: —	ROCK THIEF BLOCK LOW KICK MIMIC DARK NORMAL FIGHTING NORMAL	SNEASEL ♀  ABILITY: INNER FOCUS ITEM: —	DARK-ICE FURY SWIPES ICY WIND BEAT UP TORMENT NORMAL ICE DARK DARK

BATTLE 36: VESTON RIDER ♂

CHINCHOU ♂	WATER-ELECTRIC	HUNTAIL ♂	WATER	WHISCASH ♂	WATER-GROUND
 ABILITY: ILLUMINATE ITEM: —	CONFUSE RAY WATER GUN THUNDER WAVE RAIN DANCE	GHOST WATER ELECTRIC WATER	ABILITY: SWIFT SWIM ITEM: —	WHIRLPOOL MUD SPORT BITE	WATER GROUND DARK
TORKOAL ♀	FIRE	CACNEA ♂	GRASS	SPOINK ♀	PSYCHIC
 ABILITY: WHITE SMOKE ITEM: —	CURSE STRENGTH YAWN FLAIL	? NORMAL NORMAL NORMAL	ABILITY: SAND VEIL ITEM: —	TEETER DANCE FAINT ATTACK LEECH SEED POISON STING	NORMAL DARK GRASS POISON

BATTLE 37: DEASY LADY ♀

NINJASK ♀	BUG-FLYING	STANTLER ♂	NORMAL	TROPIUS ♂	GRASS-FLYING
 ABILITY: SPEED BOOST ITEM: —	DOUBLE TEAM LEECH LIFE SLASH SCREECH	NORMAL BUG NORMAL NORMAL	ABILITY: INTIMIDATE ITEM: —	CONFUSE RAY ASTONISH LEER STOMP	GHOST GHOST NORMAL NORMAL
GULPIN ♂	POISON	MANTINE ♀	WATER-FLYING	PIKACHU ♂	ELECTRIC
 ABILITY: LIQUID Ooze ITEM: —	SUNNY DAY SMOG SHADOW BALL ENCORE	FIRE POISON GHOST NORMAL	ABILITY: SWIFT SWIM ITEM: —	CONFUSE RAY BUBBLE WING ATTACK AGILITY	WATER FIRE FLYING PSYCHIC

BATTLE 38: KEBILE WORKER ♂

ANORITH ♂	ROCK-BUG	CLAYDOL	GROUND-PSYCHIC	WAILORD ♂	WATER
 ABILITY: BATTLE ARMOR ITEM: —	MUD SPORT ANCIENTPOWER FURY CUTTER HARDEN	GROUND ROCK BUG NORMAL	ABILITY: LEVITATE ITEM: —	SANDSTORM CONFUSION MUD-SLAP LIGHT SCREEN	ROCK PSYCHIC GROUND PSYCHIC
RHYHORN ♂	GROUND-ROCK	PSYDUCK ♀	WATER	PINSIR ♂	BUG
 ABILITY: LIGHTNINGROD ITEM: —	SCARY FACE THIEF REVERSAL ROCK BLAST	NORMAL DARK FIGHTING ROCK	ABILITY: DAMP ITEM: —	WATER SPORT DISABLE CONFUSION SURF	WATER NORMAL PSYCHIC WATER

BATTLE 39: DOTON RESEARCHER ♀

SEADRA ♀	WATER	VIBRAVA ♂	GROUND-DRAGON	LAIRON ♂	STEEL-ROCK
 ABILITY: POISON POINT ITEM: —	SURF DIVE	 ABILITY: LEVITATE ITEM: —	FLY DIG ROCK SMASH	 ABILITY: STURDY ITEM: —	CUT ROCK SMASH STRENGTH
VIGOROTH ♂	NORMAL	NUZLEAF ♀	GRASS-DARK	LOMBRE ♀	WATER-GRASS
 ABILITY: VITAL SPIRIT ITEM: —	CUT ROCK SMASH STRENGTH	NORMAL FIGHTING NORMAL	 ABILITY: EARLY BIRD ITEM: —	CUT FLASH STRENGTH	WATER NORMAL FIGHTING

BATTLE 40: VERNICE AREA LEADER ♀

TENTACRUEL ♀	WATER-POISON	AMPHAROS ♀	ELECTRIC	PHANPY ♂	GROUND
 ABILITY: CLEAR BODY ITEM: —	MIRROR COAT ACID SUPersonic BUBBLEBEAM	PSYCHIC POISON NORMAL WATER	ABILITY: STATIC ITEM: —	THUNDER WAVE LIGHT SCREEN BODY SLAM GROWL	ELECTRIC PSYCHIC NORMAL NORMAL
NINETALES ♂	FIRE	RELICANTH ♂	WATER-ROCK	SEALEO ♀	ICE-WATER
 ABILITY: FLASH FIRE ITEM: —	CONFUSE RAY SUNNY DAY WILL-O-WISP FIRE SPIN	GHOST FIRE FIRE FIRE	ABILITY: SWIFT SWIM ITEM: —	RAIN DANCE TAKE DOWN ROCK SLIDE YAWN	WATER NORMAL ROCK NORMAL

AREA 5

POKé COUPON: 800 points

BATTLE 41: ZOEL COOLTRAINER ♀

PELIPPER ♀  ABILITY: KEEN EYE ITEM: — QUICK ATTACK WATER GUN GROWL	WATER-FLYING NORMAL WATER NORMAL	GLIGAR ♂  ABILITY: SAND VEIL ITEM: — QUICK ATTACK SAND-ATTACK SCREECH FAINT ATTACK	GROUND-FLYING NORMAL GROUND NORMAL DARK	DELIBIRD ♀  ABILITY: VITAL SPIRIT ITEM: — QUICK ATTACK WATER PULSE PRESENT	ICE-FLYING NORMAL WATER NORMAL
GOLBAT ♀  ABILITY: INNER FOCUS ITEM: — QUICK ATTACK AIR CUTTER BITE	POISON-FLYING NORMAL FLYING DARK	MASQUERAIN ♂  ABILITY: INTIMIDATE ITEM: — QUICK ATTACK WHIRLWIND WATER SPORT	BUG-FLYING NORMAL NORMAL WATER	YANMA ♂  ABILITY: SPEED BOOST ITEM: — QUICK ATTACK THIEF FORESIGHT TOXIC	BUG-FLYING NORMAL DARK NORMAL POISON

BATTLE 42: LATRIN ATHLETE ♂

GYARADOS ♂  ABILITY: INTIMIDATE ITEM: — THRUSH	WATER-FLYING NORMAL	QUILAVA ♀  ABILITY: BLAZE ITEM: — THRUSH	FIRE NORMAL	PUPITAR ♂  ABILITY: SHED SKIN ITEM: — THRUSH	ROCK-GROUND NORMAL
SHELGON ♀  ABILITY: ROCK HEAD ITEM: — THRUSH	DRAGON NORMAL	WHISCASH ♂  ABILITY: OBLIVIOUS ITEM: — THRUSH	WATER-GROUND NORMAL	CROCONAW ♀  ABILITY: TORRENT ITEM: — THRUSH	WATER NORMAL

BATTLE 43: ESKOLA FUN OLD LADY ♀

AZUMARILL ♀  ABILITY: THICK FAT ITEM: — ENCORE ROLLOUT WATER PULSE CHARM	WATER NORMAL WATER NORMAL	MACHAMP ♂  ABILITY: GUTS ITEM: — ENCORE FOCUS ENERGY LEER KARATE CHOP	FIGHTING NORMAL NORMAL NORMAL FIGHTING	SWALOT ♂  ABILITY: LIQUID Ooze ITEM: — ENCORE ACID ARMOR AMNESIA TOXIC	POISON NORMAL POISON PSYCHIC POISON
KADABRA ♀  ABILITY: SYNCHRONIZE ITEM: — ENCORE CONFUSION TELEPORT KINESIS	PSYCHIC NORMAL PSYCHIC PSYCHIC PSYCHIC	WALREIN ♂  ABILITY: THICK FAT ITEM: — ENCORE ICE BALL TAWN REST	ICE-WATER NORMAL ICE NORMAL PSYCHIC	JUMPLUFF ♀  ABILITY: CHLOROPHYLL ITEM: — ENCORE TAIL WHIP LEECH SEED REST	GRASS-FLYING NORMAL NORMAL GRASS PSYCHIC

BATTLE 44: TOBIT ROLLER BOY ♂

ELECTRIKE ♀  ABILITY: LIGHTNINGROD ITEM: — THUNDER WAVE HOWL HEADBUTT QUICK ATTACK	ELECTRIC NORMAL NORMAL NORMAL NORMAL	SKARMORY ♂  ABILITY: STURDY ITEM: — SPIKES SAND-ATTACK PURSUIT METAL SOUND	STEEL-FLYING GROUND GROUND DARK STEEL	ELECTRODE  ABILITY: STATIC ITEM: — SCREECH SONICBOOM TAUNT ROLLOUT	ELECTRIC NORMAL NORMAL DARK ROCK
KOFFING ♂  ABILITY: LEVITATE ITEM: — POISON GAS TORMENT SHOCK WAVE SHADOW BALL	POISON DARK POISON ELECTRIC GHOST	CORPHISH ♂  ABILITY: HYPER CUTTER ITEM: — WATER PULSE MUD SPORT VICEGRIP HARDEN	WATER WATER GROUND NORMAL NORMAL	EXPLOUD ♂  ABILITY: SOUNDPROOF ITEM: — ASTONISH ROAR HOWL UPROAR	NORMAL GHOST NORMAL NORMAL NORMAL

BATTLE 45: HOLSO HUNTER ♂

NUZLEAF ♀  ABILITY: CHLOROPHYLL ITEM: — RAZOR WIND GROWTH SWAGGER EXTRASENSORY	GRASS-DARK NORMAL NORMAL NORMAL PSYCHIC	VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: — AROMATHERAPY SUNNY DAY FLASH PETAL DANCE	GRASS-POISON GRASS FIRE NORMAL GRASS	CROCONAW ♀  ABILITY: TORRENT ITEM: — SLASH BITE SCARY FACE WATER SPORT	WATER NORMAL DARK NORMAL WATER
BELLOSSOM ♀  ABILITY: CHLOROPHYLL ITEM: — MAGICAL LEAF FLASH STUN SPORE SUNNY DAY	GRASS NORMAL GRASS FIRE	GOLEM ♀  ABILITY: ROCK HEAD ITEM: — MUD SPORT ATTRACT ROCK THROW REST	ROCK-GROUND GROUND NORMAL ROCK PSYCHIC	ALTARIA ♀  ABILITY: NATURAL CURE ITEM: — STEEL WING ASTONISH PECK SUNNY DAY	DRAGON-FLYING STEEL GHOST FLYING FIRE

BATTLE 46: BERGIN BODYBUILDER ♂

FURRET ♂  ABILITY: KEEN EYE ITEM: SITRUS BERRY	NORMAL NORMAL FIGHTING NORMAL NORMAL	MEDICHAM ♂  ABILITY: PURE POWER ITEM: PERSIM BERRY	FIGHTING-PSYCHIC FIRE PUNCH ICE PUNCH THUNDERPUNCH CALM MIND	FIRE ICE ELECTRIC PSYCHIC	MARSHTOMP ♂  ABILITY: TORRENT ITEM: MYSTIC WATER	WATER-GROUND MUD SHOT CURSE MUDDY WATER TAKE DOWN	GROUNDS GROUNDS ? WATERS WATER NORMAL
XATU ♂  ABILITY: EARLY BIRD ITEM: MIRACLE SEED	PSYCHIC-FLYING REFRESH GIGA DRAIN PSYCHIC CALM MIND	NORMAL NORMAL GRASS PSYCHIC PSYCHIC	ZANGOOSE ♂  ABILITY: IMMUNITY ITEM: BLACK BELT	NORMAL LEER BRICK BREAK SLASH AERIAL ACE	NORMAL FIGHTING NORMAL FLYING	SEVIPER ♂  ABILITY: SHED SKIN ITEM: BLACKGLASSES	POISON GLARE SWAGGER CRUNCH POISON TAIL

BATTLE 47: HUBOR WORKER ♀

ROSELIA ♀  ABILITY: POISON POINT ITEM: —	GRASS-POISON MAGICAL LEAF LEECH SEED COTTON SPORE GROWTH	GRASS GRASS GRASS NORMAL	SHARPEDO ♂  ABILITY: ROUGH SKIN ITEM: —	WATER-DARK LEER SKULL BASH SCARY FACE SURF	NORMAL NORMAL NORMAL WATER	BRELOOM ♂  ABILITY: EFFECT SPORE ITEM: —	GRASS-FIGHTING FAKE TEARS HEADBUTT LEECH SEED MACH PUNCH
SLUGMA ♀  ABILITY: FLAME BODY ITEM: —	FIRE AMNESIA EMBER YAWN SMOG	PSYCHIC FIRE NORMAL POISON	WIGGLYTUFF ♀  ABILITY: CUTE CHARM ITEM: —	NORMAL LIGHT SCREEN MIMIC ROLL OUT DOUBLE SLAP	PSYCHIC NORMAL ROCK NORMAL	FLAAFFY ♂  ABILITY: STATIC ITEM: —	ELECTRIC THUNDER WAVE SHOCK WAVE COTTON SPORE GROWL

BATTLE 48: BANO CHASER ♂

MISDREAVUS ♀  ABILITY: LEVITATE ITEM: SITRUS BERRY	GHOST CONFUSE RAY PAIN SPLASH TOXIC SHADOW BALL	GHOST NORMAL POISON GHOST	WOBBUFFET ♀  ABILITY: SHADOW TAG ITEM: PERSIM BERRY	PSYCHIC SAFEGUARD MIRROR COAT COUNTER DESTINY BOND	NORMAL PSYCHIC FIGHTING GHOST	QUAGSIRE ♀  ABILITY: DAMP ITEM: MYSTIC WATER	WATER-GROUND MUD SHOT MUD SPORT YAWN SURF
SWELLOW ♂  ABILITY: GUTS ITEM: METAL COAT	NORMAL-FLYING AERIAL ACE DOUBLE TEAM STEEL WING SUPERSONIC	FLYING NORMAL STEEL NORMAL	GOLBAT ♂  ABILITY: INNER FOCUS ITEM: SPELL TAG	POISON-FLYING CONFUSE RAY POISON FANG SHADOW BALL WING ATTACK	POISON-FLYING GHOST POISON GHOST FLYING	SANDSLASH ♂  ABILITY: SAND VEIL ITEM: BLACK BELT	GROUND BRICK BREAK SAND-ATTACK CRUSH CLAW DIG

BATTLE 49: VOTIL GUY ♂

KADABRA ♂  ABILITY: INNER FOCUS ITEM: CHERI BERRY	PSYCHIC PSYBEAM DISABLE SHOCK WAVE REFLECT	PSYCHIC NORMAL ELECTRIC PSYCHIC	LINOONE ♀  ABILITY: PICKUP ITEM: ORAN BERRY	NORMAL PIN MISSILE REST BELLY DRUM FURY SWIPES	BUG PSYCHIC NORMAL NORMAL	CORSOLA ♀  ABILITY: HUSTLE ITEM: MYSTIC WATER	WATER-ROCK ROCK BLAST SPIKE CANNON AMNESIA SURF
LEDIAN ♀  ABILITY: EARLY BIRD ITEM: TWISTED SPOON	BUG-FLYING SILVER WIND REFLECT LIGHT SCREEN PSYBEAM	BUG PSYCHIC PSYCHIC PSYCHIC	DODRIO ♂  ABILITY: RUN AWAY ITEM: SHARP BEAK	NORMAL-FLYING SUPersonic AERIAL ACE TRI ATTACK HAZE	NORMAL FLYING NORMAL ICE	PILOSWINE ♂  ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	ICE-GROUND BLIZZARD MUD SHOT AMNESIA MIST

BATTLE 50: KONAIK AREA LEADER ♂

SHUCKLE ♀  ABILITY: STURDY ITEM: —	BUG-ROCK REST TOXIC WITHDRAW ATTRACT	PSYCHIC POISON WATER NORMAL	WOBBUFFET ♂  ABILITY: SHADOW TAG ITEM: —	PSYCHIC MIRROR COAT ENCORE COUNTER DESTINY BOND	PSYCHIC NORMAL FIGHTING GHOST	DUSCLOPS ♀  ABILITY: PRESSURE ITEM: —	GHOST SKILL SWAP WILL-O-WISP CONFUSE RAY ATTRACT
WYNAUT ♂  ABILITY: SHADOW TAG ITEM: —	PSYCHIC MIRROR COAT DESTINY BOND COUNTER ENCORE	PSYCHIC GHOST FIGHTING NORMAL	CRADILY ♀  ABILITY: SUCTION CUPS ITEM: —	ROCK-GRASS CONFUSE RAY AMNESIA INGRAIN MIRROR COAT	ROCK-GRASS GHOST PSYCHIC GRASS PSYCHIC	MILOTIC ♂  ABILITY: MARVEL SCALE ITEM: —	WATER CONFUSE RAY ATTRACT MIRROR COAT WATERFALL

AREA 6

POKé COUPON: 1,600 points

BATTLE 51: BERKI COOLTRAINER ♀

LATIAS ♀	DRAGON-PSYCHIC	DELCATTY ♀	NORMAL	ILLUMISE ♀	BUG
ABILITY: LEVITATE ITEM: RED SCARF	CHARM FRUSTRATION ATTRACT HELPING HAND	NORMAL NORMAL NORMAL NORMAL	ABILITY: CUTE CHARM ITEM: SILK SCARF	Doubleslap COVET FAKE TEARS CHARM	NORMAL NORMAL DARK NORMAL
KIRLIA ♀	PSYCHIC	MILTANK ♀	NORMAL	LUVDISC ♀	WATER
ABILITY: TRACE ITEM: GREEN SCARF	TAUNT DISABLE TORMENT HAZE	DARK NORMAL DARK NORMAL	ABILITY: THICK FAT ITEM: YELLOW SCARF	STOMP BRICK BREAK MILK DRINK ROLLOUT	NORMAL FIGHTING NORMAL ROCK
				ABILITY: OBLIVIOUS ITEM: BLUE SCARF	SWEET SCENT COVET FLATTER ATTRACT

BATTLE 52: LARET RIDER ♂

BLAZIKEN ♂	FIRE-FIGHTING	CAMERUPT ♂	FIRE-GROUND	MAGCARGO ♂	FIRE-ROCK
ABILITY: BLAZE ITEM: BLACK BELT	FIRE SPIN COUNTER SLASH PECK	FIRE FIGHTING NORMAL FLYING	ABILITY: MAGMA ARMOR ITEM: CHARCOAL	SCARY FACE EMBER ROCK TOMB AMNESIA	NORMAL FIRE ROCK PSYCHIC
TORKOAL ♂	FIRE	TYPHLOSION ♀	FIRE	HOUNDOOM ♂	DARK-FIRE
ABILITY: WHITE SMOKE ITEM: PERSIM BERRY	FIRE SPIN SMOKESCREEN BODY SLAM IRON DEFENSE	FIRE NORMAL NORMAL STEEL	ABILITY: BLAZE ITEM: CHERI BERRY	FLAME WHEEL LEER SWIFT HOWL	NORMAL FIRE NORMAL NORMAL
				ABILITY: FLASH FIRE ITEM: CHESTO BERRY	BITE ROAR EMBER WILL-O-WISP

BATTLE 53: LOPAR GLASSES MAN ♂

MIGHTYENA ♂	DARK	MASQUERAIN ♀	BUG-FLYING	HITMONTOP ♂	FIGHTING
ABILITY: INTIMIDATE ITEM: SPELL TAG	CRUNCH YAWN SWAGGER SHADOW BALL	DARK NORMAL NORMAL GHOST	ABILITY: INTIMIDATE ITEM: SILVER POWDER	PSYBEAM SCARY FACE BUBBLEBEAM SILVER WIND	PSYCHIC NORMAL WATER BUG
MAWILE ♀	STEEL	GRANBULL ♂	NORMAL	STANTLER ♀	NORMAL
ABILITY: INTIMIDATE ITEM: CITRUS BERRY	TICKLE BATON PASS IRON DEFENSE SWORDS DANCE	NORMAL NORMAL STEEL NORMAL	ABILITY: INTIMIDATE ITEM: BLACKGLASSES	TAKE DOWN SNORE REST CRUNCH	NORMAL NORMAL PSYCHIC DARK
				ABILITY: INTIMIDATE ITEM: TWISTED SPOON	STOMP EXTRASENSORY CALM MIND HYPNOSIS

BATTLE 54: ALENE HUNTER ♀

CROCONAW ♂	WATER	MURKROW ♀	FLYING-DARK	PIKACHU ♀	ELECTRIC
ABILITY: TORRENT ITEM: SHARP BEAK	WATERFALL CRUNCH AERIAL ACE LEER	WATER DARK FLYING NORMAL	ABILITY: INSOMNIA ITEM: BLACKGLASSES	Faint Attack Haze Sky Attack Night Shade	DARK ICE FLYING GHOST
MUK ♂	POISON	BELLOSSOM ♀	GRASS	MACHOKE ♂	FIGHTING
ABILITY: STICKY HOLD ITEM: SPELL TAG	SHADOW PUNCH ACID ARMOR SLUDGE BOMB TOXIC	GHOST POISON POISON POISON	ABILITY: CHLOROPHYLL ITEM: POISON BARB	MAGICAL LEAF SLUDGE BOMB SWORDS DANCE STUN SPORE	GRASS POISON NORMAL GRASS
				ABILITY: GUTS ITEM: RAWST BERRY	VITAL THROW EARTHQUAKE LEER LIGHT SCREEN

BATTLE 55: BANBER BODYBUILDER ♂

CRAWDAUNT ♂	WATER-DARK	GRIMER ♂	POISON	CRADILY ♂	ROCK-GRASS
ABILITY: HYPER CUTTER ITEM: ORAN BERRY	KNOCK OFF VICEGRIP TAUNT HARDEN	DARK NORMAL DARK NORMAL	ABILITY: STENCH ITEM: CHESTO BERRY	SCREECH ACID ARMOR DISABLE SLUDGE	NORMAL POISON NORMAL POISON
SWALOT ♂	POISON	LOUDRED ♂	NORMAL	SUDOWOODO ♂	ROCK
ABILITY: LIQUID Ooze ITEM: CHERI BERRY	SLUDGE SNATCH YAWN BULLET SEED	POISON DARK NORMAL GRASS	ABILITY: SOUNDPROOF ITEM: RAWST BERRY	UPROAR SUPERSONIC HOWL HYPER VOICE	NORMAL NORMAL NORMAL NORMAL
				ABILITY: STURDY ITEM: CITRUS BERRY	TAUNT FAINT ATTACK BLOCK ROCK THROW

BATTLE 56: BASTO RICH BOY ♂

OCTILLERY ♂  ABILITY: SUCTION CUPS ITEM: CHERI BERRY	WATER WATER PSYCHIC GRASS ELECTRIC	AZUMARILL ♀  ABILITY: HUGE POWER ITEM: SEA INCENSE	WATER WATER PULSE DEFENSE CURL TAIL WHIP ROLLOUT	WATER NORMAL NORMAL NORMAL ROCK	SEAKING ♂  ABILITY: WATER VEIL ITEM: PERSIM BERRY	WATER TAIL WHIP SURF MUD SPORT SUPERSONIC	NORMAL WATER GROUND NORMAL
TENTACRUEL ♀  ABILITY: LIQUID Ooze ITEM: POISON BARB	WATER-POISON WATER-POISON PSYCHIC WATER PSYCHIC POISON	LUVDISC ♀  ABILITY: SWIFT SWIM ITEM: ORAN BERRY	WATER FLAIL SAFE GUARD SWEET KISS CHARM	WATER NORMAL NORMAL NORMAL NORMAL	QWILFISH ♂  ABILITY: POISON POINT ITEM: MYSTIC WATER	WATER-POISON WATER PULSE MINIMIZE PIN MISSILE SUPERSONIC	WATER NORMAL BUG NORMAL

BATTLE 57: MINO ST. PERFORMER ♀

MURKROW ♀  ABILITY: INSOMNIA ITEM: BLACKGLASSES	DARK-FLYING AERIAL ACE PURSUIT ASTONISH HAZE	HOUNDOOM ♂  ABILITY: FLASH FIRE ITEM: PECHA BERRY	DARK-FIRE TAUNT COUNTER DOUBLE TEAM BITE	DARK FIGHTING NORMAL DARK	ABSOL ♂  ABILITY: PRESSURE ITEM: SILK SCARF	DARK DOUBLE TEAM SWORDS DANCE SLASH BATON PASS	NORMAL NORMAL NORMAL NORMAL
SABLEYE ♀  ABILITY: KEEN EYE ITEM: PERSIM BERRY	DARK-GHOST FAKE OUT FAINT ATTACK SNATCH NIGHT SHADE	SHIFTRY ♂  ABILITY: EARLY BIRD ITEM: TWISTED SPOON	GRASS-DARK EXTRA SENSORY REST NATURE POWER GROWTH	PSYCHIC PSYCHIC NORMAL NORMAL	SNEASEL ♀  ABILITY: INNER FOCUS ITEM: RAWST BERRY	DARK-ICE SNATCH SLASH ICY WIND AGILITY	DARK NORMAL ICE PSYCHIC

BATTLE 58: KITEL BANDANA GUY ♂

CACTURNE ♂  ABILITY: SAND VEIL ITEM: MIRACLE SEED	GRASS-DARK TEETER DANCE NEEDLE ARM GROWTH PROTECT	SPINDA ♀  ABILITY: OWN TEMPO ITEM: BLACK BELT	NORMAL TEETER DANCE ASSIST BRICK BREAK HYPNOSIS	NORMAL NORMAL FIGHTING PSYCHIC	GRUMPIG ♂  ABILITY: OWN TEMPO ITEM: CITRUS BERRY	PSYCHIC CONFUSE RAY SUBSTITUTE PSYBEAM MAGIC COAT	GHOST NORMAL PSYCHIC PSYCHIC
SMEARGLE ♀  ABILITY: OWN TEMPO ITEM: PECHA BERRY	NORMAL TEETER DANCE OUTRAGE PETAL DANCE	MAGCARGO ♂  ABILITY: MAGMA ARMOR ITEM: TWISTED SPOON	FIRE-ROCK ROCK THROW ACID ARMOR EMBER AMNESIA	FIRE-ROCK ROCK POISON FIRE PSYCHIC	SHEDINJA  ABILITY: WONDER GUARD ITEM: SILVER POWDER	BUG- GHOST FURY SWIPES SILVER WIND CONFUSE RAY SPITE	BUG- GHOST NORMAL BUG GHOST GHOST

BATTLE 59: RONIX WORKER ♂

COMBUSKEN ♂  ABILITY: BLAZE ITEM: SILK SCARF	FIRE-FIGHTING BULK UP BRICK BREAK SLASH FIRE SPIN	TROPIUS ♀  ABILITY: CHLOROPHYLL ITEM: MYSTIC WATER	GRASS-FLYING NATURE POWER AERIAL ACE GIGA DRAIN LEER	GRASS-FLYING NORMAL FLYING GRASS NORMAL	KECLEON ♀  ABILITY: COLOR CHANGE ITEM: HARD STONE	NORMAL MAGIC COAT ANCIENTPOWER PSYBEAM SLASH	PSYCHIC ROCK PSYCHIC NORMAL
WHISCASH ♂  ABILITY: OBLIVIOUS ITEM: MAGNET	WATER-GROUND MUD SPORT SPARK WATERFALL MAGNITUDE	SNEASEL ♀  ABILITY: INNER FOCUS ITEM: BLACKGLASSES	DARK-ICE FAKE OUT BEAT UP ICY WIND FAINT ATTACK	DARK-ICE NORMAL DARK ICE DARK	SWALOT ♂  ABILITY: LIQUID Ooze ITEM: TWISTED SPOON	POISON YAWN ENCORE DREAM EATER SLUDGE BOMB	NORMAL NORMAL PSYCHIC POISON

BATTLE 60: ATRICE AREA LEADER ♀

PILOSWINE ♂  ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	ICE-GROUND MUD SHOT BLIZZARD LIGHT SCREEN MIST	WAILORD ♀  ABILITY: WATER VEIL ITEM: CHERI BERRY	WATER WATER PULSE SLEEP TALK REST AMNESIA	WATER NORMAL PSYCHIC PSYCHIC	GLOOM ♀  ABILITY: CHLOROPHYLL ITEM: RAWST BERRY	GRASS-POISON SUNNY DAY ACID RAZOR LEAF MOONLIGHT	FIRE POISON GRASS NORMAL
PINSIR ♂  ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	BUG SEISMIC TOSS GUILLOTINE BIND HARDEN	TENTACRUEL ♂  ABILITY: CLEAR BODY ITEM: PECHA BERRY	WATER-POISON SUPersonic ACID BUBBLEBEAM CONstrict	WATER-POISON NORMAL POISON WATER NORMAL	WEEZING ♂  ABILITY: LEVITATE ITEM: POISON BARB	POISON SHOCK WAVE WII-O-WISP SLUDGE MEMENTO	POISON ELECTRIC FIRE POISON DARK

AREA 7

POKé COUPON: 1,800 points

BATTLE 61: PLATEN RESEARCHER ♂

SABLEYE ♂	DARK-GHOST	DUSCLOPS ♀	GHOST	KINGDRA ♂	WATER-DRAGON
ABILITY: KEEN EYE ITEM: PERSIM BERRY	NIGHT SHADE DETECT RECOVER CONFUSE RAY	GHOST FIGHTING NORMAL GHOST	ABILITY: PRESSURE ITEM: RAWST BERRY	NIGHT SHADE DESTINY BOND CURSE CONFUSE RAY	GHOST GHOST ? GHOST
SHELGRON ♀	DRAGON	HARIYAMA ♂	FIGHTING	WEEZING ♀	POISON
ABILITY: ROCK HEAD ITEM: ASPEAR BERRY	DRAGON RAGE SCARY FACE PROTECT ATTRACT	DRAGON NORMAL NORMAL NORMAL	ABILITY: THICK FAT ITEM: PECHA BERRY	SEISMIC TOSSED DETECT SAND-ATTACK FORESIGHT	FIGHTING FIGHTING GROUND NORMAL
RAICHU ♂	ELECTRIC	LANTURN ♀	WATER-ELECTRIC	ARIADOS ♂	BUG-POISON
ABILITY: STATIC ITEM: SILK SCARF	SHOCK WAVE CHARM SLAM DOUBLE TEAM	ELECTRIC NORMAL NORMAL NORMAL	ABILITY: VOLT ABSORB ITEM: MAGNET	SPARK AMNESIA WATER PULSE CHARGE	ELECTRIC PSYCHIC WATER ELECTRIC
PUPITAR ♂	ROCK-GROUND	MEGANIUM ♀	GRASS	AIPOM ♂	NORMAL
ABILITY: SHED SKIN ITEM: BLACKGLASSES	BITE ANCIENTPOWER SCREECH SCARY FACE	DARK ROCK NORMAL NORMAL	ABILITY: OVERGROW ITEM: MIRACLE SEED	LEECH SEED RAZOR LEAF LIGHT SCREEN SYNTHESIS	GRASS GRASS PSYCHIC GRASS

BATTLE 62: TALMEN LADY ♀

RAICHU ♂	ELECTRIC	LANTURN ♀	WATER-ELECTRIC	ARIADOS ♂	BUG-POISON
ABILITY: STATIC ITEM: SILK SCARF	SHOCK WAVE CHARM SLAM DOUBLE TEAM	ELECTRIC NORMAL NORMAL NORMAL	ABILITY: VOLT ABSORB ITEM: MAGNET	SPARK AMNESIA WATER PULSE CHARGE	ELECTRIC PSYCHIC WATER ELECTRIC
PUPITAR ♂	ROCK-GROUND	MEGANIUM ♀	GRASS	AIPOM ♂	NORMAL
ABILITY: SHED SKIN ITEM: BLACKGLASSES	BITE ANCIENTPOWER SCREECH SCARY FACE	DARK ROCK NORMAL NORMAL	ABILITY: OVERGROW ITEM: MIRACLE SEED	LEECH SEED RAZOR LEAF LIGHT SCREEN SYNTHESIS	GRASS GRASS PSYCHIC GRASS

BATTLE 63: TRANK RIDER ♂

LOUDRED ♂	NORMAL	OCTILLERY ♂	WATER	CROBAT ♂	POISON-FLYING
ABILITY: SOUNDPROOF ITEM: PERSIM BERRY	STOMP ROAR SNORE REST	NORMAL NORMAL NORMAL PSYCHIC	ABILITY: SUCTION CUPS ITEM: SITRUS BERRY	AURORA BEAM FOCUS ENERGY BUBBLEBEAM THUNDER WAVE	ICE NORMAL WATER ELECTRIC
QUAGSIRE ♀	WATER-GROUND	LUNATONE	ROCK-PSYCHIC	BANETTE ♀	GHOST
ABILITY: WATER ABSORB ITEM: LUM BERRY	SLAM WATER PULSE YAWN MUD SHOT	NORMAL WATER NORMAL GROUND	ABILITY: LEVITATE ITEM: ASPEAR BERRY	HYPNOSIS CALM MIND PSYWAVE FUTURE SIGHT	PSYCHIC PSYCHIC PSYCHIC PSYCHIC

BATTLE 64: LARIAL TEACHER ♀

SLAKING ♂	NORMAL	JUMPLUFF ♀	GRASS-FLYING	MACHAMP ♀	FIGHTING
ABILITY: TRUANT ITEM: PECHA BERRY	COVET SLACK OFF SWAGGER YAWN	NORMAL NORMAL NORMAL NORMAL	ABILITY: CHLOROPHYLL ITEM: RAWST BERRY	HELPING HAND LEECH SEED PROTECT SYNTHESIS	NORMAL GRASS NORMAL GRASS
XATU ♂	PSYCHIC-FLYING	RHYDON ♂	GROUND-ROCK	GYARADOS ♂	WATER-FLYING
ABILITY: EARLY BIRD ITEM: CHERI BERRY	NIGHT SHADE FUTURE SIGHT CONFUSE RAY SHADOW BALL	GHOST PSYCHIC GHOST GHOST	ABILITY: LIGHTNINGROD ITEM: SITRUS BERRY	ROCK BLAST BRICK BREAK PROTECT ROCK ROMB	ROCK FIGHTING NORMAL ROCK

BATTLE 65: AREK HUNTER ♂

DELIBIRD ♂	ICE-FLYING	DODRIO ♂	NORMAL-FLYING	MURKROW ♀	DARK-FLYING
ABILITY: HUSTLE ITEM: CHERI BERRY	FUTURE SIGHT RETURN PRESENT FOCUS PUNCH	PSYCHIC NORMAL NORMAL FIGHTING	ABILITY: EARLY BIRD ITEM: SHARP BEAK	AERIAL ACE TORMENT STEEL WING HAZE	FLYING DARK STEEL ICE
ALTARIA ♀	WATER-FLYING	GLIGAR ♂	GROUND-FLYING	PELIPPER ♂	WATER-FLYING
ABILITY: NATURAL CURE ITEM: DRAGON FANG	AERIAL ACE DRAGONBREATH SING ASTONISH	FLYING DRAGON NORMAL GHOST	ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	Faint Attack Screech Slash Metal Claw	DARK NORMAL NORMAL STEEL

BATTLE 66: MAZZEL ATHLETE ♀

QUILAVA ♀  ABILITY: BLAZE ITEM: BLACK BELT	FLAME WHEEL FIRE CRUSH CLAW PROTECT BRICK BREAK	SEALEO ♂  ABILITY: THICK FAT ITEM: CHERI BERRY	ICE-WATER AURORA BEAM REST BODY SLAM SNORE	GIRAFARIG ♂  ABILITY: EARLY BIRD ITEM: CHESTO BERRY	NORMAL-PSYCHIC PSYBEAM REST CRUNCH ODOR SLEUTH
MILTANK ♀  ABILITY: THICK FAT ITEM: SPELL TAG	NORMAL SHADOW BALL REST BODY SLAM SLEEP TALK	GOLEM ♂  ABILITY: STURDY ITEM: RAWST BERRY	ROCK-GROUND SELFDESTRUCT MUD SPORT ROCK TOMB MAGNITUDE	BAYLEEF ♂  ABILITY: OVERGROW ITEM: SILK SCARF	GRASS BODY SLAM GRASSWHISTLE GIGA DRAIN PROTECT

BATTLE 67: VELIS BODYBUILDER ♀

ARMALDO ♂  ABILITY: BATTLE ARMOR ITEM: PECHA BERRY	ROCK-BUG SLASH MUD SPORT ANCIENTPOWER SANDSTORM	CRADILY ♀  ABILITY: SUCTION CUPS ITEM: RAWST BERRY	ROCK-GRASS INGRAIN GIGA DRAIN AMNESIA	NOSEPASS ♂  ABILITY: MAGNET PULL ITEM: ASPEAR BERRY	ROCK FAADE ROCK THROW THUNDER WAVE SANDSTORM
CORSOLA ♀  ABILITY: HUSTLE ITEM: MYSTIC WATER	WATER-ROCK BUBBLEBEAM STRENGTH MIRROR COAT REFRESH	SUDOWOODO ♂  ABILITY: ROCK HEAD ITEM: HARD STONE	ROCK BLOCK LOW KICK MIMIC FLAIL	LAIRON ♂  ABILITY: ROCK HEAD ITEM: SILK SCARF	STEEL-ROCK TAKE DOWN ROAR IRON DEFENSE METAL CLAW

BATTLE 68: WOGORT FUN OLD MAN ♂

SHIFTRY ♀  ABILITY: CHLOROPHYLL ITEM: LEPPA BERRY	GRASS-DARK GIGA DRAIN FAKE OUT AERIAL ACE FAINT ATTACK	MIGHTYENA ♂  ABILITY: INTIMIDATE ITEM: PERSIM BERRY	DARK SUNNY DAY SHADOW BALL BITE YAWN	UMBREON ♀  ABILITY: SYNCHRONIZE ITEM: LUM BERRY	DARK TOXIC SCREECH CONFUSE RAY MEAN LOOK
ABSOL ♂  ABILITY: PRESSURE ITEM: BLACKGLASSES	DARK SHADOW BALL FAINT ATTACK AERIAL ACE PERISH SONG	CACTURNE ♀  ABILITY: SAND VEIL ITEM: RAWST BERRY	GRASS-DARK SPIKES SAND-ATTACK TOXIC LEECH SEED	CRAWDAUNT ♀  ABILITY: HYPER CUTTER ITEM: BLACK BELT	WATER-DARK BODY SLAM TAUNT DIVE BRICK BREAK

BATTLE 69: DETTA COOLTRAINER ♀

KINGDRA ♀  ABILITY: SWIFT SWIM ITEM: DRAGON FANG	WATER-DRAGON TWISTER ICE BEAM DISABLE DIVE	GOLBAT ♂  ABILITY: INNER FOCUS ITEM: SITRUS BERRY	POISON-FLYING RAIN DANCE BITE AIR CUTTER POISON FANG	SWAMPERT ♂  ABILITY: TORRENT ITEM: SOFT SAND	WATER-GROUND MUD SHOT WATER PULSE MUD SPORT ROAR
SKARMORY ♂  ABILITY: STURDY ITEM: SHARP BEAK	STEEL-FLYING SPIKES ROAR AERIAL ACE FAÇADE	FERALIGATR ♂  ABILITY: TORRENT ITEM: PERSIM BERRY	WATER SLASH SCREECH CRUNCH MUD SPORT	STARMIE  ABILITY: NATURAL CURE ITEM: CHERI BERRY	WATER-PSYCHIC BUBBLEBEAM RAIN DANCE CAMOUFLAGE ICE BEAM

BATTLE 70: LANGOT AREA LEADER ♀

VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: RAWST BERRY	GRASS-POISON FAÇADE SUNNY DAY GIGA DRAIN TOXIC	ALTARIA ♀  ABILITY: NATURAL CURE ITEM: SPELL TAG	DRAGON-FLYING DRAGONBREATH SING ASTONISH SECRET POWER	URSARING ♂  ABILITY: GUTS ITEM: SILK SCARF	NORMAL LICK REST SLASH SLEEP TALK
FURRET ♂  ABILITY: KEEN EYE ITEM: PERSIM BERRY	NORMAL HELPING HAND QUICK ATTACK SLAM ASSIST	BANETTE ♂  ABILITY: INSOMNIA ITEM: TWISTED SPOON	HOST WILL-O-WISP PSYCHIC SKILL SWAP DISABLE	GOLEM ♀  ABILITY: ROCK HEAD ITEM: CHESTO BERRY	ROCK-GROUND ATTRACT DOUBLE-EDGE REST ROCK TOMB

AREA 8

POKé COUPON: 2,000 points

BATTLE 71: HITES ROLLER BOY ♂

MEDICHAM ♀	FIGHTING-PSYCHIC	PORYGON2	NORMAL	NOSEPASS ♂	ROCK
ABILITY: PURE POWER ITEM: SALAC BERRY	MIND READER HI JUMP KICK DYNAMIC PUNCH DETECT	NORMAL FIGHTING FIGHTING FIGHTING	ABILITY: TRACE ITEM: PERSIM BERRY	LOCK-ON BLIZZARD ZAP CANNON CONVERSION 2	NORMAL NORMAL ICE ELECTRIC NORMAL
BRELOOM ♂	GRASS-FIGHTING	MAGNETON	ELECTRIC-STEEL	MASQUERAIN ♀	BUG-FLYING
ABILITY: EFFECT SPORE ITEM: LAX INCENSE	MIND READER SPORE IRON TAIL HEADBUTT	NORMAL GRASS STEEL NORMAL	ABILITY: STURDY ITEM: RAWST BERRY	LOCK-ON TRI ATTACK ZAP CANNON PROTECT	NORMAL NORMAL ELECTRIC NORMAL
				ABILITY: INTIMIDATE ITEM: NEVERMELTICE	MIND READER STUN SPORE BLIZZARD HYDRO PUMP

BATTLE 72: GOHON FUN OLD LADY ♀

RAICHU ♂	ELECTRIC	GOLDUCK ♂	WATER	DONPHAN ♀	GROUND
ABILITY: STATIC ITEM: BRIGHT POWDER	THUNDER LIGHT SCREEN THUNDER WAVE REVERSAL	ELECTRIC PSYCHIC ELECTRIC FIGHTING	ABILITY: DAMP ITEM: TWISTED SPOON	WATERFALL TAIL WHIP PSYCHIC DISABLE	WATER NORMAL PSYCHIC NORMAL
PINSIR ♂	BUG	GROVYLE ♀	GRASS	WIGGLYTUFF ♀	NORMAL
ABILITY: HYPER CUTTER ITEM: BLACK BELT	REVENGE TOXIC STRENGTH SWORDS DANCE	FIGHTING POISON NORMAL NORMAL	ABILITY: OVERGROW ITEM: DRAGON FANG	GIGA DRAIN SAFEGUARD DRAGONBREATH RAIN DANCE	GRASS NORMAL DRAGON WATER
				ABILITY: CUTE CHARM ITEM: CITRUS BERRY	MIMIC BODY SLAM PERISH SONG ROLLOUT

BATTLE 73: LAZKO BODYBUILDER ♂

BLAZIKEN ♂	FIRE-FIGHTING	VIGOROTH ♂	NORMAL	HARIYAMA ♂	FIGHTING
ABILITY: BLAZE ITEM: LEFTOVERS	COUNTER SLASH SKY UPPERCUT PECK	FIGHTING NORMAL FIGHTING FLYING	ABILITY: VITAL SPIRIT ITEM: FOCUS BAND	COUNTER FLAIL ENDURE ENCORE	FIGHTING NORMAL NORMAL NORMAL
WOBBUFFET ♂	PSYCHIC	TENTACRUEL ♀	WATER-POISON	MILOTIC ♀	WATER
ABILITY: SHADOW TAG ITEM: QUICK CLAW	COUNTER DESTINY BOND MIRROR COAT ENCORE	FIGHTING GHOST PSYCHIC NORMAL	ABILITY: CLEAR BODY ITEM: LUM BERRY	MIRROR COAT HYDRO PUMP BARRIER ACID	PSYCHIC WATER PSYCHIC POISON
				ABILITY: MARVEL SCALE ITEM: CITRUS BERRY	MIRROR COAT TWISTER HYDRO PUMP REFRESH

BATTLE 74: PUROS RICH BOY ♂

BRELOOM ♂	GRASS-FIGHTING	GARDEVOIR ♀	PSYCHIC	LUDICOLO ♂	WATER-GRASS
ABILITY: EFFECT SPORE ITEM: BLACK BELT	SPORE COUNTER FOCUS PUNCH RETURN	GRASS FIGHTING FIGHTING NORMAL	ABILITY: SYNCHRONIZE ITEM: PERSIM BERRY	DREAM EATER PSYCHIC HYPNOSIS SHOCK WAVE	PSYCHIC PSYCHIC PSYCHIC ELECTRIC
WEEZING ♀	POISON	FORRETRESS ♂	BUG-STEEL	SHUCKLE ♀	BUG-ROCK
ABILITY: LEVITATE ITEM: —	WILL-O-WISP FAÇADE SLUDGE BOMB THIEF	POISON FIRE NORMAL POISON DARK	ABILITY: STURDY ITEM: CHERI BERRY	SELFDESTRUCT TOXIC PROTECT SPIKES	NORMAL POISON NORMAL GROUND
				ABILITY: STURDY ITEM: LEFTOVERS	WRAP PROTECT TOXIC ENCORE

BATTLE 75: KRIGON CHASER ♂

TYPHLOSION ♀	FIRE	MISDREAVUS ♀	HOST	CAMERUPT ♀	FIRE-GROUND
ABILITY: BLAZE ITEM: BRIGHT POWDER	FLAMETHROWER REVERSAL QUICK ATTACK ATTRACT	FIRE FIGHTING NORMAL NORMAL	ABILITY: LEVITATE ITEM: LUM BERRY	PAIN SPLAT CONFUSE RAY DESTINY BOND SKILL SWAP	NORMAL HOST HOST PSYCHIC
LUNATONE	ROCK-PSYCHIC	AMPHAROS ♂	ELECTRIC	SOLROCK	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: TWISTED SPOON	SKILL SWAP LIGHT SCREEN PSYCHIC TOXIC	PSYCHIC PSYCHIC PSYCHIC POISON	ABILITY: STATIC ITEM: SILK SCARF	THUNDER WAVE THUNDERBOLT LIGHT SCREEN BODY SLAM	ELECTRIC ELECTRIC PSYCHIC NORMAL
				ABILITY: LEVITATE ITEM: ASPEAR BERRY	HARDEN PSYCHIC SKILL SWAP COSMIC POWER

BATTLE 76: ZELMO HUNTER ♂

CHIMECHO ♂	PSYCHIC	MAGNETON	ELECTRIC-STEEL	MANECTRIC ♂	ELECTRIC
 ABILITY: LEVITATE ITEM: TWISTED SPOON	SKILL SWAP YAWN PSYCHIC HEAL BELL	PSYCHIC NORMAL PSYCHIC NORMAL	 ABILITY: MAGNET PULL ITEM: MAGNET	THUNDER SUPersonic METAL SOUND PROTECT	ELECTRIC NORMAL STEEL NORMAL
CLAYDOL	GROUND-PSYCHIC	SCEPTILE ♂	GRASS	FERALIGATR ♀	WATER
 ABILITY: LEVITATE ITEM: PERSIM BERRY	SKILL SWAP COSMIC POWER PROTECT LIGHT SCREEN	PSYCHIC NORMAL PSYCHIC	 ABILITY: OVERGROW ITEM: LUM BERRY	LEAF BLADE SLAM DRAGONBREATH DETECT	GRASS NORMAL DRAGON FIGHTING
				 ABILITY: TORRENT ITEM: QUICK CLAW	HYDRO PUMP PROTECT CRUNCH ICE BEAM
					WATER NORMAL DARK ICE

BATTLE 77: CHEAN WORKER ♂

HUNTAIL ♀	WATER	ELECTRODE	ELECTRIC	GOREBYSS ♀	WATER
 ABILITY: SWIFT SWIM ITEM: SCOPE LENS	WATER PULSE BARRIER BITE SCREECH	WATER PSYCHIC DARK NORMAL	 ABILITY: STATIC ITEM: MAGNET	RAIN DANCE THUNDER LIGHT SCREEN MIRROR COAT	WATER ELECTRIC PSYCHIC PSYCHIC
RELICANTH ♂	WATER-ROCK	WAILORD ♀	WATER	OCTILLERY ♀	WATER
 ABILITY: SWIFT SWIM ITEM: SEA INCENSE	RAIN DANCE HYDRO PUMP SKULL BASH YAWN	WATER WATER NORMAL NORMAL	 ABILITY: OBLIVIOUS ITEM: CHERI BERRY	SWAGGER ROLLOUT WATER SPOUT RAIN DANCE	NORMAL ROCK WATER WATER
				 ABILITY: SUCTION CUPS ITEM: NEVERMELTICE	OCTAZOOKA HYPER BEAM AURORA BEAM THUNDER WAVE
					WATER NORMAL ICE ELECTRIC

BATTLE 78: CRACE BANDANA GUY ♂

MUK ♂	POISON	GRUMPIG ♀	PSYCHIC	GLALIE ♀	ICE
 ABILITY: STICKY HOLD ITEM: POISON BARB	SLUDGE BOMB ACID ARMOR MEMENTO SHADOW PUNCH	POISON POISON DARK GHOST	 ABILITY: OWN TEMPO ITEM: CHOICE BAND	BOUNCE TRICK SKILL SWAP PSYCHIC	FLYING PSYCHIC PSYCHIC PSYCHIC
LANTURN ♀	WATER-ELECTRIC	NOCTOWL ♂	NORMAL-FLYING	QUAGSIRE ♂	WATER-GROUND
 ABILITY: VOLT ABSORB ITEM: CHERI BERRY	RAIN DANCE WATER PULSE THUNDER PROTECT	WATER WATER NORMAL NORMAL	 ABILITY: INSOMNIA ITEM: LAX INCENSE	DREAM EATER FORESIGHT HYPNOSIS REFLECT	PSYCHIC NORMAL PSYCHIC PSYCHIC
				 ABILITY: DAMP ITEM: QUICK CLAW	AMNESIA BODY SLAM EARTHQUAKE YAWN
					PSYCHIC NORMAL GROUND NORMAL

BATTLE 79: JORNER RIDER ♀

HERACROSS ♂	BUG-FIGHTING	TOGETIC ♀	NORMAL-FLYING	DODRIO ♂	NORMAL-FLYING
 ABILITY: SWARM ITEM: LUM BERRY	MEGAHORN ENDURE COUNTER REVERSAL	BUG NORMAL FIGHTING FIGHTING	 ABILITY: SERENE GRACE ITEM: LAX INCENSE	CHARM FOLLOW ME METRONOME SHADOW BALL	NORMAL NORMAL NORMAL HOST
FLYGON ♂	GROUND-DRAGON	AGGRON ♂	STEEL-ROCK	ALAKAZAM ♀	PSYCHIC
 ABILITY: LEVITATE ITEM: DRAGON FANG	SAND-ATTACK EARTHQUAKE DRAGONBREATH SAND TOMB	GROUND GROUND DRAGON GROUND	 ABILITY: ROCK HEAD ITEM: METAL COAT	TAKE DOWN IRON TAIL MUD SLAP PROTECT	NORMAL STEEL GROUND NORMAL
				 ABILITY: INNER FOCUS ITEM: SITRUS BERRY	REFLECT PSYCHIC LIGHT SCREEN PROTECT
					PSYCHIC PSYCHIC PSYCHIC NORMAL

BATTLE 80: MORTAC AREA LEADER ♂

GARDEVOIR ♀	PSYCHIC	MUK ♂	POISON	BANETTE ♂	HOST
 ABILITY: SYNCHRONIZE ITEM: PERSIM BERRY	IMPRISON THUNDERBOLT PSYCHIC PROTECT	PSYCHIC ELECTRIC PSYCHIC NORMAL	 ABILITY: STICKY HOLD ITEM: QUICK CLAW	IMPRISON TOXIC SLUDGE BOMB BRICK BREAK	PSYCHIC POISON POISON FIGHTING
DUSCLOPS ♀	GHOST	MISDREAVUS ♀	GHOST	NINETALES ♀	FIRE
 ABILITY: PRESSURE ITEM: LEFTOVERS	IMPRISON ICE BEAM EARTHQUAKE PSYCHIC	PSYCHIC ICE GROUND PSYCHIC	 ABILITY: LEVITATE ITEM: MAGNET	IMPRISON ATTRACT AERIAL ACE THUNDERBOLT	IMPRISON REST FLAMETHROWER CONFUSE RAY
				 ABILITY: FLASH FIRE ITEM: BRIGHT POWDER	PSYCHIC PSYCHIC FIRE HOST

AREA 9

POKé COUPON: 3,000 points

BATTLE 81: GATIK ATHLETE ♂

HERACROSS ♂	BUG-FIGHTING	TROPIUS ♀	GRASS-FLYING	CHIMECHO ♂	PSYCHIC
ABILITY: SWARM ITEM: FOCUS BAND	MEGAHORN EARTHQUAKE COUNTER BRICK BREAK	BUG GROUND FIGHTING FIGHTING	ABILITY: CHLOROPHYLL ITEM: QUICK CLAW	MAGICAL LEAF EARTHQUAKE BODY SLAM NATURE POWER	GRASS GROUND NORMAL NORMAL
SHARPEDO ♀	WATER-DARK	SUNFLORA ♂	GRASS	DUSCLOPS ♀	GHOST
ABILITY: ROUGH SKIN ITEM: KING'S ROCK	CRUNCH LEER HYDRO PUMP ICE BEAM	DARK NORMAL WATER ICE	ABILITY: CHLOROPHYLL ITEM: LAX INCENSE	ENDEAVOR HELPING HAND SUNNY DAY SOLARBEAM	NORMAL NORMAL FIRE GRASS

BATTLE 82: KYLET LADY ♀

PILOSwine ♂	ICE-GROUND	GOLDUCK ♀	WATER	RAICHU ♂	ELECTRIC
ABILITY: OBLIVIOUS ITEM: QUICK CLAW	MUD SHOT ROCK SLIDE DOUBLE-EDGE HIDDEN POWER	GROUND ROCK NORMAL NORMAL	ABILITY: DAMP ITEM: SCOPE LENS	PSYCHIC HYDRO PUMP LIGHT SCREEN HIDDEN POWER	PSYCHIC WATER PSYCHIC NORMAL
SHIFTRY ♀	GRASS-DARK	NINETALES ♀	FIRE	MILTANK ♀	NORMAL
ABILITY: CHLOROPHYLL ITEM: KING'S ROCK	SOLARBEAM SUNNY DAY AMNESIA HIDDEN POWER	GRASS FIRE PSYCHIC NORMAL	ABILITY: FLASH FIRE ITEM: LAX INCENSE	HEAT WAVE HYPNOSIS FAINT ATTACK HIDDEN POWER	FIRE PSYCHIC DARK NORMAL

BATTLE 83: DUREL RESEARCHER ♂

ZANGOOSE ♂	NORMAL	SEVIPER ♂	POISON	DONPHAN ♀	GROUND
ABILITY: IMMUNITY ITEM: BRIGHT POWDER	AERIAL ACE CRUSH CLAW SHADOW BALL TAUNT	FLYING NORMAL GHOST DARK	ABILITY: SHED SKIN ITEM: QUICK CLAW	EARTHQUAKE SNATCH SLUDGE BOMB TAUNT	GROUND DARK POISON DARK
URSARING ♀	NORMAL	SABLEYE ♂	DARK-GHOST	MAWILE ♂	STEEL
ABILITY: GUTS ITEM: SCOPE LENS	SLASH FAINT ATTACK FAKE TEARS SEISMIC TOSS	NORMAL DARK DARK FIGHTING	ABILITY: KEEN EYE ITEM: KING'S ROCK	FAKE OUT DETECT SHADOW BALL CONFUSE RAY	NORMAL FIGHTING GHOST GHOST

BATTLE 84: VOLIVIA ST. PERFORMER ♀

HERACROSS ♂	BUG-FIGHTING	SWELLOW ♀	NORMAL-FLYING	MILOTIC ♀	WATER
ABILITY: GUTS ITEM: SHELL BELL	EARTHQUAKE MEGAHORN FAADE BRICK BREAK	GROUND BUG NORMAL FIGHTING	ABILITY: GUTS ITEM: SCOPE LENS	FAADE ATTRACT AERIAL ACE PROTECT	NORMAL NORMAL FLYING NORMAL
NINJASK ♂	BUG-FLYING	WEEZING ♀	POISON	NINETALES ♀	FIRE
ABILITY: SPEED BOOST ITEM: BRIGHT POWDER	TOXIC AERIAL ACE SILVER WIND PROTECT	POISON FLYING BUG NORMAL	ABILITY: LEVITATE ITEM: SILK SCARF	EXPLOSION TOXIC SLUDGE BOMB FIRE BLAST	NORMAL POISON POISON FIRE

BATTLE 85: SPEZ HUNTER ♂

METAGROSS	STEEL-PSYCHIC	CACTURNE ♂	GRASS-DARK	SHUCKLE ♀	BUG-ROCK
ABILITY: CLEAR BODY ITEM: LAX INCENSE	SANDSTORM METEOR MASH BRICK BREAK SHADOW BALL	ROCK STEEL FIGHTING GHOST	ABILITY: SAND VEIL ITEM: BRIGHT POWDER	SPIKES NEEDLE ARM FAINT ATTACK FOCUS PUNCH	GROUND GRASS DARK FIGHTING
REGISTEEL	STEEL	CRADILY ♀	ROCK-GRASS	ARMALDO ♀	ROCK-BUG
ABILITY: CLEAR BODY ITEM: LEFTOVERS	TOXIC IRON DEFENSE SUPERPOWER AMNESIA	POISON STEEL FIGHTING PSYCHIC	ABILITY: SUCTION CUPS ITEM: SITRUS BERRY	BARRIER CONFUSE RAY PROTECT TOXIC	GROUND ROCK ROCK BUG

BATTLE 86: BOTKEN GUY ♂

SCEPTILE ♂  ABILITY: OVERGROW ITEM: FOCUS BAND	GRASS LEAF BLADE DRAGON CLAW CRUNCH PROTECT	GRASS GRASS DRAGON DARK NORMAL	GRANBULL ♀  ABILITY: INTIMIDATE ITEM: BRIGHT POWDER	NORMAL RETURN CHARM EARTHQUAKE METRONOME	NORMAL NORMAL GROUND NORMAL	SWAMPERT ♂  ABILITY: TORRENT ITEM: CHESTO BERRY	WATER-GROUND CURSE RETURN EARTHQUAKE REST	? NORMAL GROUND PSYCHIC
REGIROCK  ABILITY: CLEAR BODY ITEM: WHITE HERB	ROCK SUPERPOWER CURSE ANCIENTPOWER ZAP CANNON	FIGHTING ? ROCK ELECTRIC	SKARMORY ♀  ABILITY: KEEN EYE ITEM: LEFTOVERS	STEEL-FLYING DRILL PECK SWIFT TOXIC SPIKES	FLYING NORMAL POISON GROUND	BLAZIKEN ♂  ABILITY: BLAZE ITEM: SALAC BERRY	FIRE-FIGHTING BLAZE KICK ENDURE SUNNY DAY REVERSAL	FIRE NORMAL FIRE FIGHTING

BATTLE 87: FELMON BODYBUILDER ♀

CRAWDAUNT ♂  ABILITY: HYPER CUTTER ITEM: QUICK CLAW	WATER-DARK CRABHAMMER BODY SLAM GUILLOTINE SWORDS DANCE	WATER NORMAL NORMAL NORMAL NORMAL	CLAYDOL  ABILITY: LEVITATE ITEM: FOCUS BAND	GROUND-PSYCHIC EARTHQUAKE PSYCHIC COSMIC POWER ROCK TOMB	GROUND PSYCHIC PSYCHIC ROCK	CROBAT ♂  ABILITY: INNER FOCUS ITEM: KING'S ROCK	POISON-FLYING CONFUSE RAY WING ATTACK POISON FANG BITE	GHOST FLYING POISON DARK
SLAKING ♂  ABILITY: TRUANT ITEM: LUM BERRY	NORMAL SWAGGER YAWN SLACK OFF CUT	NORMAL NORMAL NORMAL NORMAL NORMAL	EXPLOUD ♀  ABILITY: SOUNDPROOF ITEM: BRIGHT POWDER	NORMAL HOWL SWAGGER HYPER BEAM ROAR	NORMAL NORMAL NORMAL NORMAL NORMAL	LUDICOLO ♀  ABILITY: SWIFT SWIM ITEM: SCOPE LENS	WATER-GRASS FAKE OUT MEGA DRAIN NATURE POWER HYDRO PUMP	NORMAL GRASS NORMAL WATER

BATTLE 88: BOLZA HUNTER ♀

SWELLOW ♀  ABILITY: GUTS ITEM: BRIGHT POWDER	NORMAL-FLYING SKY ATTACK HYPER BEAM GROWL ENDEAVOR	FLYING NORMAL NORMAL NORMAL NORMAL	HARIYAMA ♂  ABILITY: GUTS ITEM: LEFTOVERS	FIGHTING HELPING HAND SEISMIC TOSS FAKE OUT PROTECT	NORMAL FIGHTING NORMAL NORMAL	MILTANK ♀  ABILITY: THICK FAT ITEM: FOCUS BAND	NORMAL HELPING HAND SHADOW BALL ATTRACT BODY SLAM	NORMAL GHOST NORMAL NORMAL
ALAKAZAM ♂  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE	PSYCHIC PSYCHIC ICE PUNCH FIRE PUNCH ROLE PLAY	PSYCHIC PSYCHIC ICE FIRE PSYCHIC	JUMPLUFF ♀  ABILITY: CHLOROPHYLL ITEM: LUM BERRY	GRASS-FLYING HELPING HAND TAIL WHIP ENCORE COTTON SPORE	NORMAL NORMAL NORMAL NORMAL GRASS	SHARPEDO ♂  ABILITY: ROUGH SKIN ITEM: SCOPE LENS	WATER-DARK EARTHQUAKE HYDRO PUMP FRUSTRATION SWAGGER	GROUND WATER WATER NORMAL NORMAL

BATTLE 89: FINSON RIDER ♂

TOGETIC ♂  ABILITY: HUSTLE ITEM: LAX INCENSE	NORMAL-FLYING FOLLOW ME DOUBLE-EDGE SUBSTITUTE WISH	NORMAL NORMAL NORMAL NORMAL NORMAL	ABSOL ♀  ABILITY: PRESSURE ITEM: QUICK CLAW	DARK SUBSTITUTE SNATCH BATON PASS SLASH	NORMAL DARK NORMAL NORMAL	SHEDINJA  ABILITY: WONDER GUARD ITEM: LUM BERRY	BUG- GHOST SILVER WIND MIND READER SHADOW BALL BATON PASS	BUG NORMAL GHOST NORMAL
GOLDUCK ♀  ABILITY: CLOUD NINE ITEM: BRIGHT POWDER	WATER HYDRO PUMP TAIL WHIP PSYCHIC PROTECT	WATER NORMAL PSYCHIC NORMAL	WALREIN ♀  ABILITY: THICK FAT ITEM: FOCUS BAND	ICE-WATER SHEER COLD AURORA BEAM YAWN SURF	ICE ICE NORMAL WATER	SHUCKLE ♂  ABILITY: STURDY ITEM: LEFTOVERS	BUG-ROCK WRAP ENCORE TOXIC REST	BUG NORMAL NORMAL POISON PSYCHIC

BATTLE 90: NEBLEK AREA LEADER ♂

STARLIE  ABILITY: NATURAL CURE ITEM: LUM BERRY	WATER-PSYCHIC WATERFALL THUNDER RAIN DANCE PROTECT	WATER ELECTRIC WATER NORMAL	REGICE  ABILITY: CLEAR BODY ITEM: LEFTOVERS	ICE ICE BEAM REST THUNDER RAIN DANCE	PSYCHIC ELECTRIC WATER	PORYGON2  ABILITY: TRACE ITEM: LIECHI BERRY	NORMAL TRI ATTACK RECYCLE RECOVER THUNDER	NORMAL NORMAL NORMAL ELECTRIC
ELECTRODE  ABILITY: SOUNDPROOF ITEM: SITRUS BERRY	ELECTRIC THUNDER PROTECT SCREECH SWIFT	ELECTRIC NORMAL NORMAL NORMAL	MAGNETON  ABILITY: MAGNET PULL ITEM: BRIGHT POWDER	ELECTRIC-STEEL SUPersonic SCREECH THUNDER TRI ATTACK	NORMAL NORMAL ELECTRIC NORMAL	SOLROCK  ABILITY: LEVITATE ITEM: SILK SCARF	ROCK-PSYCHIC FLAMETHROWER PSYCHIC COSMIC POWER REFLECT	FIRE PSYCHIC PSYCHIC PSYCHIC PSYCHIC

AREA 10 POKé COUPON: 5,000 points

BATTLE 91: BOREN GLASSES MAN ♂

METAGROSS	STEEL-PSYCHIC	WALREIN ♂	ICE-WATER	GRANBULL ♂	NORMAL
ABILITY: CLEAR BODY ITEM: QUICK CLAW	BRICK BREAK METAL CLAW AERIAL ACE REST	FIGHTING STEEL FLYING PSYCHIC	ABILITY: THICK FAT ITEM: SHELL BELL	BLIZZARD FISSURE WATERFALL SHEER COLD	ICE GROUND WATER ICE
LANTURN ♀	WATER-ELECTRIC	DELCATTY ♀	NORMAL	FLYGON ♀	GROUND-DRAGON
ABILITY: VOLT ABSORB ITEM: FOCUS BAND	THUNDERBOLT THUNDER WAVE SURF SCREECH	ELECTRIC ELECTRIC WATER NORMAL	ABILITY: CUTE CHARM ITEM: BRIGHT POWDER	UPROAR ASSIST TAIL WHIP CHARM	EARTHQUAKE SCREECH DRAGONBREATH SAND TOMB
MEGANIUM ♀	GRASS	TYPHLOSION ♂	FIRE	FERALIGATR ♂	WATER
ABILITY: OVERGROW ITEM: BRIGHT POWDER	EARTHQUAKE SOLARBEAM BODY SLAM SYNTHESIS	GROUND GRASS NORMAL GRASS	ABILITY: BLAZE ITEM: LAX INCENSE	FOCUS PUNCH EARTHQUAKE FLAMETHROWER RETURN	ANCIENTPOWER BRICK BREAK EARTHQUAKE RETURN
ESPEON ♀	PSYCHIC	UMBREON ♂	DARK	URSARING ♂	NORMAL
ABILITY: SYNCHRONIZE ITEM: SCOPE LENS	PSYCHIC LIGHT SCREEN REFLECT ATTRACT	PSYCHIC PSYCHIC PSYCHIC NORMAL	ABILITY: SYNCHRONIZE ITEM: LEFTOVERS	HELPING HAND SUNNY DAY TOXIC CONFUSE RAY	SLASH BRICK BREAK EARTHQUAKE AERIAL ACE

BATTLE 92: FLEGAL FUN OLD LADY ♀

MEGANIUM ♀	GRASS	TYPHLOSION ♂	FIRE	FERALIGATR ♂	WATER
ABILITY: OVERGROW ITEM: BRIGHT POWDER	EARTHQUAKE SOLARBEAM BODY SLAM SYNTHESIS	GROUND GRASS NORMAL GRASS	ABILITY: BLAZE ITEM: LAX INCENSE	FOCUS PUNCH EARTHQUAKE FLAMETHROWER RETURN	ANCIENTPOWER BRICK BREAK EARTHQUAKE RETURN
ESPEON ♀	PSYCHIC	UMBREON ♂	DARK	URSARING ♂	NORMAL
ABILITY: SYNCHRONIZE ITEM: SCOPE LENS	PSYCHIC LIGHT SCREEN REFLECT ATTRACT	PSYCHIC PSYCHIC PSYCHIC NORMAL	ABILITY: SYNCHRONIZE ITEM: LEFTOVERS	HELPING HAND SUNNY DAY TOXIC CONFUSE RAY	SLASH BRICK BREAK EARTHQUAKE AERIAL ACE

BATTLE 93: ALEJA ATHLETE ♂

LATIOS ♂	DRAGON-PSYCHIC	SCEPTILE ♂	GRASS	ARMALDO ♂	ROCK-BUG
ABILITY: LEVITATE ITEM: CHESTO BERRY	LUSTER PURGE HELPING HAND DRAGONBREATH REFRESH	PSYCHIC NORMAL DRAGON NORMAL	ABILITY: OVERGROW ITEM: SCOPE LENS	LEAF BLADE SCREECH CRUNCH DETECT	GRASS NORMAL DARK FIGHTING
CAMERUPT ♀	FIRE-GROUND	GLALIE ♀	ICE	MANECTRIC ♀	ELECTRIC
ABILITY: MAGMA ARMOR ITEM: QUICK CLAW	EARTHQUAKE AMNESIA ERUPTION FOCUS ENERGY	GROUND PSYCHIC FIRE NORMAL	ABILITY: INNER FOCUS ITEM: FOCUS BAND	ICE BEAM ICY WIND CRUNCH DOUBLE TEAM	ICE ICE DARK NORMAL

BATTLE 94: ELNOR TEACHER ♀

NINJASK ♂	BUG-FLYING	LATIAS ♀	DRAGON-PSYCHIC	KINGDRA ♀	WATER-DRAGON
ABILITY: SPEED BOOST ITEM: SCOPE LENS	SILVER WIND SHADOW BALL AERIAL ACE DIG	BUG GHOST FLYING GROUND	ABILITY: LEVITATE ITEM: LAX INCENSE	HELPING HAND CHARM MIST BALL DRAGONBREATH	HYDRO PUMP RAIN DANCE DRAGONBREATH TWISTER
GOLEM ♀	ROCK-GROUND	AMPHAROS ♀	ELECTRIC	PORYGON2	NORMAL
ABILITY: ROCK HEAD ITEM: FOCUS BAND	EARTHQUAKE DOUBLE-EDGE ROCK BLAST MUD SPORT	GROUND NORMAL ROCK GROUND	ABILITY: STATIC ITEM: QUICK CLAW	THUNDERPUNCH REFLECT THUNDER WAVE BODY SLAM	PSYCHIC RECOVER TRI ATTACK CONVERSION

BATTLE 95: FREYER FUN OLD MAN ♂

RHYDON ♂	GROUND-ROCK	MANECTRIC ♀	ELECTRIC	FLYGON ♂	GROUND-DRAGON
ABILITY: LIGHTNINGROD ITEM: QUICK CLAW	EARTHQUAKE ROCK BLAST MEGAHORN PROTECT	GROUND ROCK BUG NORMAL	ABILITY: LIGHTNINGROD ITEM: BRIGHT POWDER	THUNDERBOLT PROTECT CRUNCH ROAR	EARTHQUAKE DRAGON CLAW FIRE BLAST CRUNCH
GYARADOS ♂	WATER-FLYING	MANTINE ♀	WATER-FLYING	DODRIO ♂	NORMAL-FLYING
ABILITY: INTIMIDATE ITEM: KING'S ROCK	EARTHQUAKE DRAGON DANCE RETURN HYDRO PUMP	GROUND DRAGON NORMAL WATER	ABILITY: WATER ABSORB ITEM: LEFTOVERS	DOUBLE TEAM TOXIC ATTRACT	RETURN PROTECT DRILL PECK HAZE

BATTLE 96: ATILO COOLTRAINER ♀

JIRACHI	STEEL-PSYCHIC	ESPEON ♀	PSYCHIC	XATU ♀	PSYCHIC-FLYING
ABILITY: SERENE GRACE ITEM: BRIGHT POWDER	PSYCHIC HELPING HAND DOOM DESIRE WATER PULSE	PSYCHIC NORMAL STEEL WATER	ABILITY: SYNCHRONIZE ITEM: SCOPE LENS	PSYCHIC SAND-ATTACK BITE HELPING HAND	PSYCHIC GROUND DARK NORMAL
MEDICHAM ♂	FIGHTING-PSYCHIC	GARDEVOIR ♂	PSYCHIC	GIRAFARIG ♀	NORMAL-PSYCHIC
ABILITY: PURE POWER ITEM: QUICK CLAW	FAKE OUT BRICK BREAK SHADOW BALL DETECT	NORMAL FIGHTING GHOST FIGHTING	ABILITY: SYNCHRONIZE ITEM: CHOICE BAND	PSYCHIC PROTECT CALM MIND THUNDERBOLT	PSYCHIC NORMAL PSYCHIC ELECTRIC
				ABILITY: INNER FOCUS ITEM: KING'S ROCK	PSYCHIC CRUNCH THUNDERBOLT MAGIC COAT

BATTLE 97: DESID COOLTRAINER ♂

SUICUNE	WATER	RAIKOU	ELECTRIC	ENTEI	FIRE
ABILITY: PRESSURE ITEM: LEFTOVERS	ICE BEAM RAIN DANCE WATERFALL PROTECT	ICE WATER WATER NORMAL	ABILITY: PRESSURE ITEM: SCOPE LENS	THUNDERBOLT REFLECT PROTECT LEER	ELECTRIC PSYCHIC NORMAL NORMAL
AGGRON ♂	STEEL-ROCK	DONPHAN ♀	GROUND	SALAMENCE ♂	DRAGON-FLYING
ABILITY: ROCK HEAD ITEM: QUICK CLAW	EARTHQUAKE DOUBLE-EDGE IRON TAIL ROCK TOMB	GROUND NORMAL STEEL ROCK	ABILITY: STURDY ITEM: FOCUS BAND	EARTHQUAKE ANCIENTPOWER DOUBLE-EDGE PROTECT	GROUND ROCK NORMAL NORMAL
				ABILITY: INTIMIDATE ITEM: LAX INCENSE	EARTHQUAKE AERIAL ACE BRICK BREAK FRUSTRATION

BATTLE 98: POLET ROLLER BOY ♂

GROUDON	GROUND	SHIFTRY ♂	GRASS-DARK	VILEPLUME ♀	GRASS-POISON
ABILITY: DROUGHT ITEM: QUICK CLAW	EARTHQUAKE ANCIENTPOWER FIRE BLAST SLASH	GROUND ROCK FIRE NORMAL	ABILITY: CHLOROPHYLL ITEM: SILK SCARF	EXPLOSION FAKE OUT SOLARBEAM EXTRASENSORY	NORMAL NORMAL GRASS PSYCHIC
CASTFORM ♂	NORMAL	ALAKAZAM ♀	PSYCHIC	HOUNDOOM ♂	DARK-FIRE
ABILITY: FORECAST ITEM: BRIGHT POWDER	WEATHER BALL SOLARBEAM THUNDER SUNNY DAY	NORMAL GRASS ELECTRIC FIRE	ABILITY: INNER FOCUS ITEM: LAX INCENSE	PSYCHIC THUNDERPUNCH FIRE PUNCH DISABLE	PSYCHIC ELECTRIC FIRE NORMAL
				ABILITY: FLASH FIRE ITEM: WHITE HERB	CRUNCH SOLARBEAM OVERHEAT PROTECT

BATTLE 99: FOALCK BODYBUILDER ♂

KYOGRE	WATER	SEAKING ♀	WATER	RELICANTH ♂	WATER-ROCK
ABILITY: DRIZZLE ITEM: BRIGHT POWDER	HYDRO PUMP ICE BEAM THUNDER EARTHQUAKE	WATER ICE ELECTRIC GROUND	ABILITY: SWIFT SWIM ITEM: LAX INCENSE	HORN DRILL ICE BEAM HYDRO PUMP RAIN DANCE	NORMAL ICE WATER WATER
GOREBYSS ♀	WATER	HUNTAIL ♂	WATER	MANTINE ♀	WATER-FLYING
ABILITY: SWIFT SWIM ITEM: SCOPE LENS	PSYCHIC CONFUSE RAY HYDRO PUMP ICE BEAM	PSYCHIC GHOST WATER ICE	ABILITY: SWIFT SWIM ITEM: FOCUS BAND	SNATCH BATON PASS ROCK TOMB IRON DEFENSE	DARK NORMAL ROCK STEEL
				ABILITY: SWIFT SWIM ITEM: LEFTOVERS	MUD SPORT CONFUSE RAY HYDRO PUMP PROTECT

BATTLE 100: INITY MT.BTLMASTER ♂

SALAMENCE ♂	DRAGON-FLYING	STARMIE	WATER-PSYCHIC	MACHAMP ♀	FIGHTING
ABILITY: INTIMIDATE ITEM: BRIGHT POWDER	DRAGON CLAW FLAMETHROWER CRUNCH HYDRO PUMP	DRAGON FIRE DARK WATER	ABILITY: NATURAL CURE ITEM: LAX INCENSE	PSYCHIC HYDRO PUMP THUNDERBOLT ICE BEAM	PSYCHIC WATER ELECTRIC ICE
CROBAT ♀	POISON-FLYING	RHYDON ♂	GROUND-ROCK	LUDICOLO ♀	WATER-GRASS
ABILITY: INNER FOCUS ITEM: SCOPE LENS	SLUDGE BOMB SHADOW BALL AERIAL ACE CONFUSE RAY	POISON GHOST FLYING GHOST	ABILITY: LIGHTNINGROD ITEM: QUICK CLAW	EARTHQUAKE MEGAHORN ROCK BLAST PROTECT	GROUND BUG ROCK NORMAL
				ABILITY: SWIFT SWIM ITEM: LEFTOVERS	HYDRO PUMP GIGA DRAIN ICE BEAM FAKE OUT

THE POWER OF POKÉ COUPONS

In the most intense fights, the balance of power is often shifted toward those who have the items and TMs available from the Poké Coupon Exchange. Exploit the system to its fullest in both Battle mode and Story mode to develop the toughest team on Orre's skirmish circuit.

THE EXCHANGE OF POWER

The chilling Ice Beam attack and the Flinch-inflicting King's Rock held item—both are among the powerful things you can acquire for your team only by earning Poké Coupon points. You'll score them by emerging victorious on Mt. Battle in Story mode and beating Solo Battle challenges in Battle mode. Don't underestimate the held items and TMs that you can obtain—be sure to spend your points at the Poké Coupon Exchange. You can enter the Poké Coupon Exchange in Story mode via the Mt. Battle entry hall or through the menu option in Battle mode—the items are the same either way. Check out the full list of items on page 94 and their descriptions on pages 164 and 165.



In Story mode, you'll find the Poké Coupon Exchange on the right side of Mt. Battle's entry hall.



In Battle mode, you can use points that your Story mode team or your connected GBA teams have earned.

CONNECT 'EM ALL!

The world of Pokémon is a vast, thriving place. If you connect Pokémon Colosseum to the games on the GBA, you can draw it all together with surprising results. Orre, Hoenn and Kanto—together the three regions provide a thrilling means for pursuing your dream to be the best Trainer anywhere.

THE TRADE CENTER

After you defeat the ultimate boss at Realgam Tower in Story mode (see page 40), the Trade Center (see page 26) will open for business and you'll be able to trade Pokémon between Story mode and a linked Pokémon Ruby or Sapphire Pak. You can trade only Pokémon that have been fully purified, however, and you must abide by a few more conditions, noted on page 26.



HOENN'S DAY CARE IS KEY

Many of the Pokémon you can Snag in Story mode appeared in Pokémon Gold and Pokémon Silver originally. To get even more of Pokémon Gold and Silver's stars, you'll need to breed them at the Day Care in Pokémon Ruby and Sapphire. If you check in a female Snaggable Pokémon with a compatible male Pokémon, they may soon produce a Pokémon Egg that holds the female's pre-evolved form. For example, if you breed your female Bayleef, you can possibly hatch a Chikorita and bring it back into Pokémon Colosseum, too!



POKÉDEX



READING THE POKÉDEX

The Pokédex holds details on the 48 Pokémon that you can Snag—shown in the order that you'll likely meet them—plus four more that you'll get through other means. With all their data at your fingertips, you'll be able to push each of your Pokémon to its full potential.

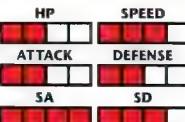
STATISTIC GAUGES

A four-square rating system shows each Pokémon's stat strengths and weaknesses relative to other Pokémon at the same experience level. In the example, Espeon's gauges show that its Special Attack (SA) will generally be extraordinarily high, its Special Defense (SD) and Speed stats will tend to be good and its Hit Points (HP), Attack and Defense will generally be average.

ESPEON

WITH YOU AT THE START (LEVEL 25)

TYPE: PSYCHIC ABILITY: SYNCHRONIZE



LEVEL-UP MOVES

Each Pokémon will have an opportunity to learn a new move when it reaches a certain level. That level is displayed in the Level column. We also list the attack type and stats for each move: Basic Attack power (BA), Accuracy (AC) and Power Points (PP). Note: Some evolved Pokémon learn level-up moves later than unevolved Pokémon, and some evolved Pokémon will learn moves that their preevolved form can't.

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSYCH UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

PHYSICAL ATTACKS & SPECIAL ATTACKS

Moves are displayed in either black or green. Those shown in black cause direct damage as a physical attack, in which the aggressor's Attack stat and the defender's Defense stat influence damage. Those attacks shown in green cause direct damage as a special attack—Special Attack and Special Defense play a part in determining the amount of damage.

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

POKÉMON NAME & LEVEL, WAY TO OBTAIN, TYPE & ABILITY

You'll find the Pokémon in Orre through a variety of methods. The methods are listed for every Pokémon, along with useful info on its type(s) and its ability (which for some Pokémon will be one of two noted possibilities).

TYPES

BUG	→ BUG
DRG	→ DRAGON
DRK	→ DARK
ELC	→ ELECTRIC
FIRE	→ FIRE
FLY	→ FLYING
FTG	→ FIGHTING
GHO	→ GHOST
GRD	→ GROUND
GRS	→ GRASS
ICE	→ ICE
NRM	→ NORMAL
PSN	→ POISON
PSY	→ PSYCHIC
RCK	→ ROCK
STL	→ STEEL
WTR	→ WATER

TM MOVES

You can teach TM moves to your Pokémon if you have the proper Technical Machine. The possibilities open to the Pokémon are listed in order of TM number. The attack type and stats for each move are also listed.

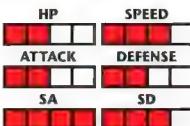
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ESPEON

WITH YOU AT THE START (LEVEL 25)

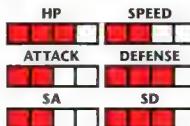
TYPE: PSYCHIC ABILITY: SYNCHRONIZE



UMBREON

WITH YOU AT THE START (LEVEL 26)

TYPE: DARK ABILITY: SYNCHRONIZE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSY UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SECRET POWER	NRM	-	70	100	20
TAUNT	DRK	-	-	100	20
SNATCH	DRK	-	-	100	10
CONFUSE RAY	GHO	30	-	100	10
Faint Attack	DRK	36	60	-	20
MEAN LOOK	NRM	42	-	100	5
SCREECH	NRM	47	-	85	40
MOONLIGHT	NRM	52	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
41	TORMENT	DRK	-	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
49	SNATCH	DRK	-	100	10

PLUSLE

RECEIVE IN PYRITE TOWN (LEVEL 13)

TYPE: ELECTRIC ABILITY: PLUS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
GROWL	NRM	-	-	100	40
THUNDER WAVE	ELC	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
HELPING HAND	NRM	-	-	100	20
SPARK	ELC	19	65	100	20
ENCORE	NRM	22	-	100	5
FAKE TEARS	DRK	28	-	100	20
CHARGE	ELC	31	-	100	20
THUNDER	ELC	37	120	70	10
BATON PASS	NRM	40	-	-	40
AGILITY	PSY	47	-	-	30

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

HO-OH

SEE THE INFO TO THE RIGHT (LEVEL 70)

TYPE: FIRE-FLYING ABILITY: PRESSURE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RECOVER	NRM	-	-	-	20
FIRE BLAST	FIRE	-	120	85	5
SUNNY DAY	FIRE	-	-	-	5
SWIFT	NRM	-	60	-	20
SACRED FIRE	FIRE	77	100	95	5
ANCIENTPOWER	RCK	88	60	100	5
FUTURE SIGHT	PSY	99	80	90	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
47	STEEL WING	STL	70	90	25
50	OVERHEAT	FIRE	140	90	5

BURN UP THE FIELD WITH HO-OH

You can't Snag the legendary Ho-oh—it's far too wild and free. It will join your party, however, if you prove that you're the hottest stuff on the Trainer circuit. To accomplish that lofty goal, you'll need to complete two major objectives.

In Story mode: Fully purify all 48 Shadow Pokémons with the Relic Stone in Agate Village.

In Battle mode: Beat all 100 Trainers on Mt. Battle in either the Single Battle or Double Battle challenge, using only your team from Story mode. You can't use a team from Pokémons Ruby and Pokémons Sapphire if brought directly into Battle mode. You can use them if you bring them to Orre via the Trade Center in Phenac City, put them on your Story mode team, then take that team into Battle mode.

You can work toward completing both objectives simultaneously. But you must have the Story mode objective completed—and have a vacant spot in your PC's Pokémons Storage in Story mode—when you beat the 100th Trainer in Battle mode. If you don't have a vacant spot when you beat the final Trainer, Ho-oh won't be able to join your Pokémons collection and you'll need to start your climb up Mt. Battle over from the first battle.



Ho-oh's Sacred Fire is among the most powerful moves. Though the spectacular strike causes a huge amount of Fire-type damage, Sacred Fire's true value lies in its much higher chance of inflicting a Burn condition on its target.

MAKUHITA

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: FIGHTING ABILITY: THICK FAT/GUTS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**HARIYAMA**

EVOLVES FROM MAKUHITA AT LEVEL 24

TYPE: FIGHTING ABILITY: THICK FAT/GUTS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**BAYLEEF**

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: GRASS ABILITY: OVERGROW

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	31	60	100	10
BELLY DRUM	NRM	37	-	-	10
ENDURE	NRM	40	-	-	10
SEISMIC TOSS	FTG	46	-	100	20
REVERSAL	FTG	49	-	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	33	60	100	10
BELLY DRUM	NRM	40	-	-	10
ENDURE	NRM	44	-	-	10
SEISMIC TOSS	FTG	51	-	100	20
REVERSAL	FTG	55	-	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
BODY SLAM	NRM	31	85	100	15
LIGHT SCREEN	PSY	39	-	-	30
SAFEGUARD	NRM	47	-	-	25
SOLARBEAM	GRS	55	120	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

MEGANIUM

EVOLVES FROM BAYLEEF AT LEVEL 32

TYPE: GRASS ABILITY: OVERGROW

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



QUILAVA

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: FIRE ABILITY: BLAZE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



TYPHLOSION

EVOLVES FROM QUILAVA (LEVEL 36)

TYPE: FIRE ABILITY: BLAZE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
LIGHT SCREEN	PSY	41	-	-	30
SAFEGUARD	NRM	51	-	-	25
SOLARBEAM	GRS	61	120	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
FLAME WHEEL	FIRE	31	60	100	25
SWIFT	NRM	42	60	-	20
FLAMETHROWER	FIRE	54	95	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
SWIFT	NRM	45	60	-	20
FLAMETHROWER	FIRE	60	95	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

CROCONAW

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: WATER ABILITY: TORRENT

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**FERALIGATR**

EVOLVES FROM CROCONAW AT LEVEL 30

TYPE: WATER ABILITY: TORRENT

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**NOCTOWL**

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: NORMAL-FLYING ABILITY: INSOMNIA/KEEN EYE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	37	70	100	20
SCREECH	NRM	45	-	85	40
HYDRO PUMP	WTR	55	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	38	70	100	20
SCREECH	NRM	47	-	85	40
HYDRO PUMP	WTR	58	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPERSPACE JUMP	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

FLAAFFY

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: ELECTRIC ABILITY: STATIC

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



AMPHAROS

EVOLVES FROM FLAAFFY AT LEVEL 30

TYPE: ELECTRIC ABILITY: STATIC

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



SKIPLOOM

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	36	-	-	30
THUNDER	ELC	45	120	70	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	42	-	-	30
THUNDER	ELC	57	120	70	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
MEGA DRAIN	GRS	36	40	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

JUMPLUFF

EVOLVES FROM SKIPLOOM AT LEVEL 27

TYPE: FLYING-GRASS ABILITY: CHLOROPHYLL

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**QUAGSIRE**

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: WATER-GROUND ABILITY: DAMP/WATER ABSORB

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**MISDREAVUS**

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GHOST ABILITY: LEVITATE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
COTTON SPORE	GRS	33	-	85	40
MEGA DRAIN	GRS	44	40	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MUD SHOT	GRD	-	55	95	15
AMNESIA	PSY	-	-	-	20
SLAM	NRM	-	80	75	20
SURF	WTR	-	95	100	15
YAWN	NRM	35	-	100	10
EARTHQUAKE	GRD	42	100	100	10
RAIN DANCE	WTR	49	-	-	5
MIST	ICE	61	-	-	30
HAZE	ICE	61	-	-	30

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PSYBEAM	PSY	-	65	100	20
CONFUSE RAY	GHO	-	-	100	10
MEAN LOOK	NRM	-	-	100	5
SHADOW BALL	GHO	-	80	100	15
PAIN SPLASH	NRM	37	-	100	20
PERISH SONG	NRM	45	-	-	5
GRUDGE	GHO	53	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10
49	SNATCH	DRK	-	100	10

SLUGMA

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: FIRE ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
███	██████



MAGCARGO

EVOLVES FROM SLUGMA AT LEVEL 38

TYPE: FIRE-ROCK ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
███	██████



FURRET

SNAG IN PYRITE TOWN (LEVEL 33)

TYPE: NORMAL ABILITY: RUN AWAY/KEEN EYE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
███	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
FLAMETHROWER	FIRE	36	95	100	15
ROCK SLIDE	RCK	43	75	90	10
BODY SLAM	NRM	50	85	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
ROCK SLIDE	RCK	48	75	90	10
BODY SLAM	NRM	60	85	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
IRON TAIL	STL	-	100	75	15
HELPING HAND	NRM	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
STRENGTH	NRM	-	80	100	15
FOLLOW ME	NRM	37	-	100	20
REST	PSY	48	-	-	10
AMNESIA	PSY	59	-	-	2

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

YANMA

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: BUG-FLYING ABILITY: SPEED BOOST/COMPOUNDEYES

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**MANTINE**

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-FLYING ABILITY: SWIFT SWIM/WATER ABSORB

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**REMORAI**

SNAG IN PYRITE BLDG. (LEVEL 20)

TYPE: WATER ABILITY: HUSTLE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
SUPersonic	NRM	-	-	55	20
Sonicboom	NRM	-	-	90	20
UpRoar	NRM	-	50	100	10
UpRoar	NRM	37	50	100	10
Wing Attack	FLY	43	60	100	35
Screech	NRM	49	-	85	40

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	15
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Wing Attack	FLY	-	60	100	35
Supersonic	NRM	-	-	55	20
Bubblebeam	WTR	-	65	100	20
Take Down	NRM	-	90	85	20
Wing Attack	FLY	36	60	100	35
Water Pulse	WTR	43	60	100	20
Confuse Ray	GHO	50	-	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Bubblebeam	WTR	-	65	100	20
Lock-on	NRM	-	-	100	5
Psybeam	PSY	-	65	100	20
Aurora Beam	ICE	-	65	100	20
Psybeam	PSY	22	65	100	20
Aurora Beam	ICE	22	65	100	20
Bubblebeam	WTR	22	65	100	20
Focus Energy	NRM	33	-	-	30
Ice Beam	ICE	44	95	100	10
Hyper Beam	NRM	55	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

OCTILLERY

EVOLVES FROM REMORAIID AT LEVEL 25

TYPE: WATER ABILITY: SUCTION CUPS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



QWILFISH

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-POISON ABILITY: POISON POINT/SWIFT SWIM

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



MEDITITE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BUBBLEBEAM	WTR	-	65	100	20
LOCK-ON	NRM	-	-	100	5
PSYBEAM	PSY	-	65	100	20
AURORA BEAM	ICE	-	65	100	20
OCTAZOOKA	WTR	25	65	85	10
FOCUS ENERGY	NRM	38	-	-	30
ICE BEAM	ICE	54	95	100	10
HYPER BEAM	NRM	70	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PIN MISSILE	BUG	-	14	85	20
MINIMIZE	NRM	-	-	-	20
POISON STING	PSN	-	15	100	35
SURF	WTR	-	95	100	15
TAKE DOWN	NRM	37	90	85	20
HYDRO PUMP	WTR	46	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
36	SLUDGE BOMB	PSN	90	100	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HI JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	38	-	-	10
REVERSAL	FTG	42	-	100	15
RECOVER	NRM	48	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

MEDICHAM

EVOLVES FROM MEDITITE AT LEVEL 37

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER

HP	SPEED
██████	██████
██████	██████
███	███

**SWABLU**

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: NORMAL-FLYING ABILITY: NATURAL CURE

HP	SPEED
██████	██████
██████	██████
███	███

**ALTARIA**

EVOLVES FROM SWABLU AT LEVEL 35

TYPE: DRAGON-FLYING ABILITY: NATURAL CURE

HP	SPEED
██████	██████
██████	██████
███	███



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HJ JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	40	-	-	10
REVERSAL	FTG	46	-	100	15
RECOVER	NRM	54	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	55	15
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
MIRROR MOVE	FLY	38	-	-	20
REFRESH	NRM	41	-	100	20
PERISH SONG	NRM	48	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	-	55
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
DRAGON RAGE	DRG	35	-	100	10
DRAGON DANCE	DRG	40	-	-	20
REFRESH	NRM	45	-	100	20
PERISH SONG	NRM	54	-	-	5
SKY ATTACK	FLY	59	140	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

DUNSPARCE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: NORMAL ABILITY: SERENE GRACE/RUN AWAY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



SUDOWOODO

SNAG IN PYRITE CAVE (LEVEL 35)

TYPE: ROCK ABILITY: STURDY/ROCK HEAD

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

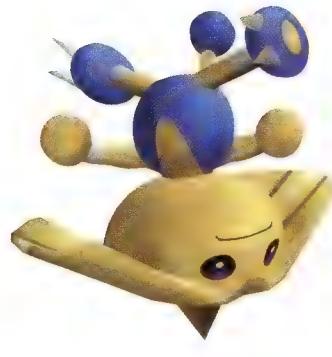


HITMONTOP

SNAG IN AGATE VILLAGE (LEVEL 38)

TYPE: FIGHTING ABILITY: INTIMIDATE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPITE	GHO	-	-	100	10
GLARE	NRM	-	-	75	30
YAWN	NRM	-	-	100	10
TAKE DOWN	NRM	-	90	85	20
TAKE DOWN	NRM	34	90	85	20
ENDEAVOR	NRM	41	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FLAIL	NRM	-	-	100	15
BLOCK	NRM	-	-	100	5
LOW KICK	FTG	-	-	100	20
ROCK SLIDE	RCK	-	75	90	10
Faint Attack	DRK	41	60	-	20
SLAM	NRM	49	80	75	20
DOUBLE-EDGE	NRM	57	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
AGILITY	PSY	-	-	-	30
FOCUS ENERGY	NRM	-	-	-	30
TRIPLE KICK	FTG	-	10	90	10
RAPID SPIN	NRM	-	20	100	40
DETECT	FTG	43	-	-	5
ENDEAVOR	NRM	49	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

ENTEI**SNAG ON MT. BATTLE (LEVEL 40)**

TYPE: FIRE ABILITY: PRESSURE

HP	SPEED
██████	██████
██████	██████
██████	██████

**LEDIAN****SNAG IN THE UNDER (LEVEL 40)**

TYPE: BUG-FLYING ABILITY: SWARM/EARLY BIRD

HP	SPEED
██████	██████
██████	██████
██████	██████

**SUICUNE****SNAG IN THE UNDER (LEVEL 40)**

TYPE: WATER ABILITY: PRESSURE

HP	SPEED
██████	██████
██████	██████
██████	██████

**LEVEL-UP MOVES**

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
LEER	NRM	-	-	100	30
BITE	DRK	-	60	100	25
FIRE BLAST	FIRE	-	120	85	5
STOMP	NRM	41	65	100	20
FLAMETHROWER	FIRE	51	95	100	15
SWAGGER	NRM	61	-	90	15
FIRE BLAST	FIRE	71	120	85	5
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
SAFEGUARD	NRM	-	-	-	25
SUPERSONIC	NRM	-	-	55	20
COMET PUNCH	NRM	-	18	85	15
SWIFT	NRM	42	60	-	20
AGILITY	PSY	51	-	-	30
DOUBLE-EDGE	NRM	60	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
GUST	FLY	-	40	100	35
SURF	WTR	-	95	100	15
AURORA BEAM	ICE	41	65	100	20
MIST	ICE	51	-	-	30
MIRROR COAT	PSY	61	-	100	20
HYDRO PUMP	WTR	71	120	80	5
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

GLIGAR

SNAG IN THE UNDER (LEVEL 43)

TYPE: GROUND-FLYING ABILITY: HYPER CUTTER/SAND VEIL

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



STANTLER

SNAG IN THE UNDER (LEVEL 43)

TYPE: NORMAL ABILITY: INTIMIDATE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



PILOSWINE

SNAG IN THE UNDER (LEVEL 43)

TYPE: ICE-GROUND ABILITY: OBLIVIOUS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Faint Attack	DRK	-	60	-	20
Sand-Attack	GRD	-	-	100	15
Poison Sting	PSN	-	15	100	35
Slash	NRM	-	70	100	20
Screech	NRM	44	-	85	40
GUILLOTINE	NRM	52	-	30	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ASTONISH	GHO	-	30	100	15
HYPNOSIS	PSY	-	-	60	20
LEER	NRM	-	-	100	30
TAKE DOWN	NRM	-	90	85	20
CALM MIND	PSY	49	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ENDURE	NRM	-	-	-	10
ODOR SLEUTH	NRM	-	-	100	40
DIG	GRD	-	60	100	10
BLIZZARD	ICE	-	120	70	5
BLIZZARD	ICE	56	120	70	5
AMNESIA	PSY	70	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
45	ATTRACT	NRM	-	100	15

SNEASEL

SNAG IN THE UNDER (LEVEL 43)

TYPE: DARK-ICE ABILITY: INNER FOCUS/KEEN EYE

HP	SPEED
██████	██████
██████	██████
██████	██████

**AIPOM**

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: NORMAL ABILITY: RUN AWAY/PICKUP

HP	SPEED
██████	██████
██████	██████
██████	██████

**MURKROW**

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: DARK-FLYING ABILITY: INSOMNIA

HP	SPEED
██████	██████
██████	██████
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
SCREECH	NRM	-	-	85	40
FURY SWIPES	NRM	-	18	80	15
ICY WIND	ICE	-	55	95	15
SLASH	NRM	50	70	100	20
BEAT UP	DRK	57	10	100	10
METAL CLAW	STL	64	50	95	35

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
TICKLE	NRM	-	-	100	20
FURY SWIPES	NRM	-	18	80	15
SWIFT	NRM	-	60	-	20
AGILITY	PSY	50	-	-	30

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25
49	SNATCH	DRK	-	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
MEAN LOOK	NRM	-	-	100	5
NIGHT SHADE	GHO	-	-	100	15
FLY	FLY	-	70	95	15
MEAN LOOK	NRM	48	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25
49	SNATCH	DRK	-	100	10

FORRETRESS

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: BUG-STEEL ABILITY: STURDY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

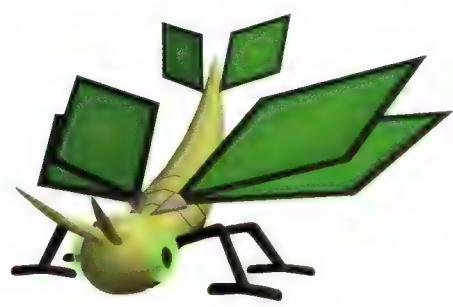


VIBRAVA

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: GROUND-DRAGON ABILITY: LEVITATE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



FLYGON

EVOLVES FROM VIBRAVA (LEVEL 45)

TYPE: GROUND-DRAGON ABILITY: LEVITATE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
EXPLOSION	NRM	-	250	100	5
PROTECT	NRM	-	-	-	10
BIDE	NRM	-	-	100	10
RAPID SPIN	NRM	-	20	100	40
SPIKES	GRD	49	-	-	20
DOUBLE-EDGE	NRM	59	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	49	-	-	10
HYPER BEAM	NRM	57	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	53	-	-	10
HYPER BEAM	NRM	65	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

ARIADOS

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA

HP	SPEED
██████	██████
██████	██████
███	███

**GRANBULL**

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: NORMAL ABILITY: INTIMIDATE

HP	SPEED
██████	██████
██████	██████
███	███

**RAIKOU**

SNAG IN POKÉMON SHADOW LAB (LEVEL 40)

TYPE: ELECTRIC ABILITY: PRESSURE

HP	SPEED
██████	██████
██████	██████
███	███



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPIDER WEB	BUG	-	100	10	
SCARY FACE	NRM	-	90	10	
LEECH LIFE	BUG	-	20	100	15
SLUDGE BOMB	PSN	-	90	100	10
AGILITY	PSY	53	-	-	30
PSYCHIC	PSY	63	90	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SCARY FACE	NRM	-	-	90	10
ROAR	NRM	-	-	100	20
STRENGTH	NRM	-	80	100	15
TAKE DOWN	NRM	49	90	85	20
CRUNCH	DRK	61	80	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
41	TORMENT	DRK	-	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
50	OVERHEAT	FIRE	140	90	50

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
QUICK ATTACK	NRM	-	40	100	30
THUNDER	ELC	-	120	70	10
SPARK	ELC	41	65	100	20
REFLECT	PSY	51	-	-	20
CRUNCH	DRK	61	80	100	15
THUNDER	ELC	71	120	70	10
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

SUNFLORA

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: GRASS ABILITY: CHLOROPHYLL

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



DELIBIRD

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: ICE-FLYING ABILITY: VITAL SPIRIT/HUSTLE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



HERACROSS

SNAG IN REALGAM TOWER (LEVEL 45)

TYPE: BUG-FIGHTING ABILITY: SWARM/GUTS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
GROWTH	NRM	-	-	-	40
INGRAIN	GRS	-	-	100	20
SOLARBEAM	GRS	-	120	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BLIZZARD	ICE	-	120	70	5
ATTRACT	NRM	-	-	100	15
PRESENT	NRM	-	-	90	15
FLY	FLY	-	70	95	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
REVERSAL	FTG	-	-	100	15
ENDURE	NRM	-	-	-	10
COUNTER	FTG	-	-	100	20
BRICK BREAK	FTG	-	75	100	15
MEGAHORN	BUG	53	120	85	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SKARMORY

SNAG IN REALGAM TOWER (LEVEL 47)

TYPE: STEEL-FLYING ABILITY: KEEN EYE/STURDY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**MILTANK**

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: NORMAL ABILITY: THICK FAT

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**ABSOL**

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK ABILITY: PRESSURE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DRILL PECK	FLY	-	80	100	20
METAL SOUND	STL	-	-	85	40
AIR CUTTER	FLY	-	55	95	25
STEEL WING	STL	-	70	90	25

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
22	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MILK DRINK	NRM	-	-	-	10
DEFENSE CURL	NRM	-	-	-	40
ROLLOUT	RCK	-	30	90	20
BODY SLAM	NRM	-	85	100	15
HEAL BELL	NRM	53	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PERISH SONG	NRM	-	-	-	5
SWORDS DANCE	NRM	-	-	-	30
SLASH	NRM	-	70	100	20
Faint Attack	DRK	-	60	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

HOUNDOOM

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK-FIRE ABILITY: EARLY BIRD/FLASH FIRE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



TROPIUS

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



METAGROSS

SNAG IN REALGAM TOWER (LEVEL 50)

TYPE: STEEL-PSYCHIC ABILITY: CLEAR BODY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Faint Attack	DRK	-	60	-	20
Howl	NRM	-	-	-	40
Smog	PSN	-	20	70	20
Flamethrower	FIRE	-	95	100	15
Flamethrower	FIRE	51	95	100	15
Crunch	DRK	59	80	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	Roar	NRM	-	100	20
06	Toxic	PSN	-	85	10
10	Hidden Power	NRM	-	100	15
11	Sunny Day	FIRE	-	-	5
12	Taunt	DRK	-	100	20
15	Hyper Beam	NRM	150	90	5
17	Protect	NRM	-	-	10
21	Frustration	NRM	-	100	20
22	Solarbeam	GRS	120	100	10
23	Iron Tail	STL	100	75	15
27	Return	NRM	-	100	20
30	Shadow Ball	GHO	80	100	15
32	Double Team	NRM	-	-	15
35	Flamethrower	FIRE	95	100	15
36	Sludge Bomb	PSN	90	100	10
38	Fire Blast	FIRE	120	85	5
41	Torment	DRK	-	100	15
42	Facade	NRM	70	100	20
43	Secret Power	NRM	70	100	20
44	Rest	PSY	-	-	10
45	Attract	NRM	-	100	15
46	Thief	DRK	40	100	10
49	Snatch	DRK	-	100	10
50	Overheat	FIRE	140	90	5

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Solarbeam	GRS	-	120	100	10
Synthesis	GRS	-	-	-	5
Magical Leaf	GRS	-	60	-	20
Fly	FLY	-	70	95	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	Roar	NRM	-	100	20
06	Toxic	PSN	-	85	10
09	Bullet Seed	GRS	10	100	30
10	Hidden Power	NRM	-	100	15
11	Sunny Day	FIRE	-	-	5
15	Hyper Beam	NRM	150	90	5
17	Protect	NRM	-	-	10
19	Giga Drain	GRS	60	100	5
20	Safeguard	NRM	-	-	25
21	Frustration	NRM	-	100	20
22	Solarbeam	GRS	120	100	10
26	Earthquake	GRD	100	100	10
27	Return	NRM	-	100	20
32	Double Team	NRM	-	-	15
40	Aerial Ace	FLY	60	-	20
42	Facade	NRM	70	100	20
43	Secret Power	NRM	70	100	20
44	Rest	PSY	-	-	10
45	Attract	NRM	-	100	15
47	Steel Wing	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
Hyper Beam	NRM	-	150	90	5
Iron Defense	STL	-	-	-	15
Metal Claw	STL	-	50	95	35
Psychic	PSY	-	90	100	10
Meteor Mash	FTG	55	100	85	10
Agility	PSY	66	-	-	30
Hyper Beam	NRM	77	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	Toxic	PSN	-	85	10
10	Hidden Power	NRM	-	100	15
11	Sunny Day	FIRE	-	-	5
15	Hyper Beam	NRM	150	90	5
16	Light Screen	PSY	-	-	30
17	Protect	NRM	-	-	10
18	Rain Dance	WTR	-	-	5
21	Frustration	NRM	-	100	20
26	Earthquake	GRD	100	100	10
27	Return	NRM	-	100	20
29	Psychic	PSY	90	100	10
30	Shadow Ball	GHO	80	100	15
31	Brick Break	FTG	75	100	15
32	Double Team	NRM	-	-	15
33	Reflect	PSY	-	-	20
36	Sludge Bomb	PSN	90	100	10
37	Sandstorm	RCK	-	-	10
39	Rock Tomb	RCK	50	80	10
40	Aerial Ace	FLY	60	-	20
42	Facade	NRM	70	100	20
43	Secret Power	NRM	70	100	20
44	Rest	PSY	-	-	10

TYRANITAR

SNAG IN REALGAM TOWER (LEVEL 55)

TYPE: ROCK-DARK ABILITY: SAND STREAM

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**SMEARGLE**

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: OWN TEMPO

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████

**URSARING**

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: GUTS

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
THUNDER	ELC	-	120	70	10
ROCK SLIDE	RCK	-	75	90	10
BLIZZARD	ICE	-	120	70	5
EARTHQUAKE	GRD	61	100	100	10
HYPER BEAM	NRM	75	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SKETCH	NRM	-	-	-	1
TAIL WHIP	NRM	-	-	100	30
DOUBLESLAP	NRM	-	15	85	10
IRON TAIL	STL	-	100	75	15
SKETCH	NRM	51	-	-	1
SKETCH	NRM	61	-	-	1
SKETCH	NRM	71	-	-	1
SKETCH	NRM	81	-	-	1
SKETCH	NRM	91	-	-	1

NO TM MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
FAKE TEARS	DRK	-	-	100	20
LICK	GHO	-	20	100	30
SLASH	NRM	-	70	100	20
THRASH	NRM	49	90	100	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FAÇADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SHUCKLE

SNAG IN THE UNDER (LEVEL 45)

TYPE: BUG-ROCK ABILITY: STURDY

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



TOGETIC

SNAG FROM SHADY GUY (LEVEL 20)

TYPE: NORMAL-FLYING ABILITY: HUSTLE/SERENE GRACE

HP	SPEED
██████	██████
ATTACK	DEFENSE
██████	██████
SA	SD
██████	██████



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SAFEGUARD	NRM	36	-	-	25
ENCORE	NRM	-	-	100	5
REST	PSY	-	-	-	10
BIDE	NRM	-	-	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
METRONOME	NRM	-	-	-	10
CHARM	NRM	-	-	100	20
SWEET KISS	NRM	-	-	75	10
YAWN	NRM	-	-	100	10
ENCORE	NRM	21	-	100	5
FOLLOW ME	NRM	26	-	100	20
WISH	NRM	31	-	100	10
SAFEGUARD	NRM	36	-	-	25
DOUBLE-EDGE	NRM	41	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

REFERENCE DATA



ITEMS

Items and held items noted in red can't be found in Pokémon Colosseum—they must be imported from the Pokémon games on the GBA.

HEALTH ITEMS

Item	Description	Location	Price
Antidote	Cures a Pokémon's Poison condition	Some Pokémon Marts	100
Awakening	Wakes Pokémon that has a Sleep condition	Some Pokémon Marts	250
Blue Flute	Wakes Pokémon that has a Sleep condition	—	—
Burn Heal	Heals a Pokémon's Burn condition	Some Pokémon Marts	250
Elixir	Restores 10 PP to all moves	Laboratory, Snagem Hideout	—
Energy Root	Restores 200 HP, but bitterness lessens friendship	The Under	800
Energypowder	Restores 50 HP, but bitterness lessens friendship	The Under	500
Ether	Restores 10 PP to one move	Pyrite Cave	—
Fresh Water	Restores 50 HP	The Under	200
Full Heal	Cures all status conditions	Some Pokémon Marts, Pyrite Cave, Laboratory	600
Full Restore	Cures all status conditions and restores all HP	Pokémon Mart (The Under), Laboratory	3,000
Heal Powder	Cures all status conditions, but bitterness lessens friendship	The Under	450
Hyper Potion	Restores 200 HP	Some Pokémon Marts, Pyrite Bldg., Pyrite Cave, The Under	1,200
Ice Heal	Heals a Pokémon's Freeze condition	Some Pokémon Marts	250
Lava Cookie	Cures all status conditions	—	—
Lemonade	Restores 80 HP	The Under	350
Max Elixir	Restores all PP to all moves	Snagem Hideout	—
Max Ether	Restores all PP to one move	Snagem Hideout	—
Max Potion	Restores all HP	Pokémon Mart (The Under), The Under, Pyrite Bldg., Snagem Hideout	2,500
Max Revive	Revives fainted Pokémon and restores full HP	Snagem Hideout	—
Paralyze Heal	Cures a Pokémon's Paralyze condition	Some Pokémon Marts	200
Potion	Restores 20 HP	Pokémon Mart (Phenac City)	300
Red Flute	Disrupts a Pokémon's attraction during battle	—	—
Revival Herb	Revives fainted Pokémon with full HP, but bitterness lessens friendship	The Under	2,800
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Some Pokémon Marts, Pyrite Bldg., Laboratory	1,500
Soda Pop	Restores 60 HP	The Under	300
Super Potion	Restores 50 HP	Pokémon Mart (Phenac City/Agate Village), Phenac City	700
Yellow Flute	Cures Pokémon's Confuse condition	—	—

SKILL- AND LEVEL-INCREASING ITEMS

Item	Description	Location	Price
Calcium	Raises Special Attack permanently	Pokémon Mart (Agate Village)	9,800
Carbos	Raises Speed permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Dire Hit	Increases chance of a critical hit for one battle	Pokémon Mart (Phenac City)	650
Guard Spec.	Guards against stat-reducing moves for one battle	Pokémon Mart (Phenac City)	700
HP Up	Raises maximum HP permanently	Pokémon Mart (Agate Village), Laboratory	9,800
Iron	Raises Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
PP Up	Raises PP permanently	Laboratory, Snagem Hideout	—
Protein	Raises Attack permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Rare Candy	Raises Pokémon's level by one permanently	The Under, Snagem Hideout	—
X Accuracy	Increases the Accuracy of all moves for one battle	Pokémon Mart (Phenac City)	950
X Attack	Increases Attack for one battle	Pokémon Mart (Phenac City)	500
X Defend	Increases Defense for one battle	Pokémon Mart (Phenac City)	550
X Special	Raises Special Attack for one battle	Pokémon Mart (Phenac City)	350
X Speed	Increases Speed for one battle	Pokémon Mart (Phenac City)	350
Zinc	Raises Special Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800

ITEMS FOR SHADOW POKÉMON PURIFICATION

Item	Description	Location	Price
Excite Scent	Purifies a Shadow Pokémon to a good extent	Agate Village	800
Joy Scent	Purifies a Shadow Pokémon to a slight extent	Agate Village	600
Time Flute	Calls Celebi to purify a Shadow Pokémon completely	Mt. Battle, The Under	—
Vivid Scent	Purifies Shadow Pokémon to a great extent	Agate Village	1,200

KEY ITEMS

Item	Description	Location
Blue ID Badge	Unlocks the blue lock in Realgam Tower	Realgam Tower
Card Key	Used to enter the right side of the lab	Laboratory
Cologne Case	Holds Cologne Massage scents used for purification	Agate Village
D-Disk	Moves The Under's UFO transport downward	Snagem Hideout
Data ROM	A computer ROM that holds secret data	Laboratory
DNA Sample (Bayleef)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Croconaw)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Entei)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Mightyena)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Misdreavus)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Quilava)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Raikou)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Sudowoodo)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Suicune)	Might be one of three DNA samples found in the lab	Laboratory
Down St. Key	Unlocks the door to the lab's lower level	Laboratory
Ein File C	Contains details about Celebi	Agate Village
Ein File F	Contains final details about purification	The Under
Ein File H	Contains details about Hyper mode	Pyrite Bldg.
Ein File P	Contains details about purification	Pyrite Cave
Ein File S	Contains details about Shadow Pokémon	Pyrite Bldg.
Elevator Key	Used to enter the elevator to go to The Under	Pyrite Town
F-Disk	Moves The Under's UFO transport forward	Mt. Battle
Gear	A part of the Pyrite Town windmill	Construction Site
Green ID Badge	Unlocks the green lock in Realgam Tower	Realgam Tower
Jail Key	Unlocks the jail in Pyrite Town's police department	Pyrite Town
L-Disk	Moves The Under's UFO transport to the left	The Under
Maingate Key	Unlocks the gate to the lab complex	Laboratory basement (via The Under subway)
Powerup Part	Used to upgrade the Kids Grid network	The Under
R-Disk	Moves The Under's UFO transport to the right	The Under
Red ID Badge	Unlocks the red lock in Realgam Tower	Realgam Tower
Small Tablet	Reveals Relic Stone secrets	Agate Village
Steel Teeth	A set of steel teeth	The Under
Subway Key	Used to turn on the subway controls	The Under
U-Disk	Moves The Under's UFO transport upward	Laboratory basement (via The Under subway)
Yellow ID Badge	Unlocks the yellow lock in Realgam Tower	Realgam Tower

BALLS

Item	Description	Location	Price
Dive Ball	Better against Pokémon on the ocean floor	—	—
Great Ball	Catches Pokémon better than a Poké Ball	Outskirt Stand, Pyrite Bldg.	600
Luxury Ball	Makes Pokémon friendlier after it's caught	—	—
Master Ball	Always catches a Pokémon	Agate Village	—
Nest Ball	Better against lower-level Pokémon	Outskirt Stand	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Outskirt Stand	1,000
Poké Ball	The basic ball used to catch Pokémon	Outskirt Stand	200
Premier Ball	Same as the Poké Ball except for its design	Outskirt Stand	—
Repeat Ball	Better against kinds of Pokémon already caught	—	—
Timer Ball	Improves catching success as the battle grows longer	Outskirt Stand, The Under	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Outskirt Stand, Pyrite Cave, Agate Village, The Under, Snagem Hideout	1,200

ITEMS TO SELL

Item	Description	Location	Price
Big Mushroom	Sells for a high price	—	—
Big Pearl	Sells for a high price	—	—
Nugget	Sells for a high price	Tyranitar (Shadow Pokémon)	—
Pearl	Sells for a high price	—	—
Star Piece	Sells for a high price	—	—
Stardust	Sells for a high price	—	—
Tinymushroom	Sells for a low price	—	—

HELD ITEMS FOR POKÉMON

Description	Location	Location/Shadow Pokémon	Pokémon Coupon
Amulet Coin	Doubles earnings if Pokémon battles	The Under	—
Black Belt	Increases power of Fighting-type attacks	Hitmontop (Shadow Pokémon)	—
Blackglasses	Increases power of Dark-type attacks	The Under	—
Brightpowder	Lowers opponent's Accuracy with all moves for one battle	Poké Coupon Exchange	10,000
Charcoal	Increases power of Fire-type attacks	Quilava (Shadow Pokémon)	—
Choice Band	Multiplies power of move used first by 1.5; can't use other moves	Poké Coupon Exchange	10,000
Deepseascale	Doubles Clamperl's Special Defense	—	—
Deepseatooth	Doubles Clamperl's Special Attack	—	—
Dragon Fang	Increases power of Dragon-type attacks	Vibrava (Shadow Pokémon)	—
Everstone	Prevents a Pokémon from evolving	—	—
Exp. Share	Gives a Pokémon an extra share of battle experience	Agate Village	—
Focus Band	Occasionally prevents a Pokémon from fainting	Poké Coupon Exchange	10,000
Hard Stone	Increases power of Rock-type attacks	Sudowoodo (Shadow Pokémon)	—
King's Rock	May cause flinching when opponent is hit	Poké Coupon Exchange	10,000
Lax Incense	Lowers opponent's Accuracy with all moves for one battle	—	—
Leftovers	Restores HP gradually during battle	Poké Coupon Exchange	10,000
Light Ball	Doubles Pikachu's Special Attack	—	—
Macho Brace	Grows stats better but halves speed	Pyrite Cave	—
Magnet	Increases power of Electric-type attacks	—	—
Mental Herb	Disrupts a Pokémon's attraction during battle	Poké Coupon Exchange	8,000
Metal Coat	Increases power of Steel-type attacks	Metagross (Shadow Pokémon)	—
Miracle Seed	Increases power of Grass-type attacks	Bayleef (Shadow Pokémon)	—
Mystic Water	Increases power of Water-type attacks	Croconaw (Shadow Pokémon)	—
Nevermeltice	Increases power of Ice-type attacks	Delibird (Shadow Pokémon)	—
Poison Barb	Increases power of Poison-type attacks	Quillfish (Shadow Pokémon)	—
Quick Claw	Increases chance of attacking first	Agate Village, Poké Coupon Exchange	10,000
Scope Lens	Increases chance of scoring a critical hit	Poké Coupon Exchange	10,000
Sea Incense	Increases power of Water-type attacks	—	—
Sharp Beak	Increases power of Flying-type attacks	Skarmory (Shadow Pokémon)	—
Shell Bell	Restores HP by 1/8 of damage to opponent	—	—
Silk Scarf	Increases power of Normal-type attacks	Agate Village	—
Silver Powder	Increases power of Bug-type attacks	Ariados (Shadow Pokémon)	—
Soft Sand	Increases power of Ground-type attacks	Piloswine (Shadow Pokémon)	—
Soothe Bell	Speeds development of a Pokémon's friendship	—	—
Soul Dew	Raises Special Attack and Special Defense for Latios or Latias	—	—
Spell Tag	Increases power of Ghost-type attacks	Misdreavus (Shadow Pokémon)	—
Twistedspoon	Increases power of Psychic-type attacks	Meditite (Shadow Pokémon)	—
White Herb	Restores stats to normal levels	Phenac City, Poké Coupon Exchange	8,000

OTHER ITEMS

Item	Description
Black Flute	—
Blue Scarf	—
Blue Shard	—
Cleanse Tag	—
Dragon Scale	Evolves specific Pokémon
Escape Rope	—
Fire Stone	Evolves specific Pokémon
Fluffy Tail	—
Green Scarf	—
Green Shard	—
Heart Scale	—
Leaf Stone	Evolves specific Pokémon
Max Repel	—
Moon Stone	Evolves specific Pokémon

Item	Description
Pink Scarf	—
Red Scarf	—
Red Shard	—
Repel	—
Shoal Salt	—
Shoal Shell	—
Smoke Ball	—
Sun Stone	Evolves specific Pokémon
Super Repel	—
Thunder Stone	Evolves specific Pokémon
Water Stone	Evolves specific Pokémon
White Flute	—
Yellow Scarf	—
Yellow Shard	—

BERRIES

A Pokémon that holds a berry may choose to use it when the time is right. Berries noted in red have no effect in battle.

Item	Description	Flavor	Pokémon Coupon
Aguav Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Bitter flavor	Bitter	—
Apicot Berry	Raises Special Defense when HP is low	Dry, Sour	15,000
Aspear Berry	Eliminates Freeze condition	Sour	—
Belue Berry	—	Spicy, Sour	—
Bluk Berry	—	Dry, Sweet	—
Cheri Berry	Eliminates Paralyze condition	Spicy	—
Chesto Berry	Eliminates Sleep condition	Dry	—
Corin Berry	—	Dry, Sweet	—
Durin Berry	—	Sour, Bitter	—
Figy Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Spicy flavor	Spicy	—
Ganlon Berry	Raises Defense when HP is low	Dry, Bitter	15,000
Grepa Berry	—	Dry, Sweet, Sour	—
Hondew Berry	—	Dry, Spicy, Bitter	—
Iapapa Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sour flavor	Sour	—
Kelpsy Berry	—	Dry, Sour, Bitter	—
Leppa Berry	Restores all PP when PP is zero	Sweet, Spicy, Sour, Bitter	—
Liechi Berry	Raises power of attacks when HP is low	Sweet, Spicy, Sour	—
Lum Berry	Cures any status condition	Dry, Sweet, Spicy, Sour, Bitter	—
Mago Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sweet flavor	Sweet	—
Magost Berry	—	Sweet, Bitter	—
Nanab Berry	—	Sweet, Bitter	—
Nonno Berry	—	Spicy, Sour	—
Oran Berry	Restores 10 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Pamtre Berry	—	Dry, Sweet	—
Pecha Berry	Eliminates Poison condition	Sweet	—
Persim Berry	Eliminates Confuse condition	Dry, Sweet, Spicy, Sour, Bitter	—
Petaya Berry	Raises Special Attack when HP is low	Spicy, Bitter	15,000
Pinap Berry	—	Spicy, Sour	—
Pomeg Berry	—	Sweet, Spicy, Bitter	—
Qualot Berry	—	Sweet, Spicy, Sour	—
Rabuta Berry	—	Sour, Bitter	—
Rawst Berry	Eliminates Burn condition	Bitter	—
Razz Berry	—	Dry, Spicy	—
Salac Berry	Raises Speed when HP is low	Sweet, Sour	15,000
Sitrus Berry	Restores 30 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Spelon Berry	—	Dry, Spicy	—
Tamato Berry	—	Dry, Spicy	—
Watmel Berry	—	Sweet, Bitter	—
Wepear Berry	—	Sour, Bitter	—
Wiki Berry	Restores HP when HP is half or lower; confuses Pokémon that dislike Dry flavor	Dry	—

TECHNICAL MACHINES

TM	Ability	Location	Price
01	Focus Punch	Pyrite Colosseum	—
02	Dragon Claw	Deep Colosseum	—
03	Water Pulse	—	—
04	Calm Mind	—	—
05	Roar	Pyrite Colosseum	—
06	Toxic	Pyrite Colosseum	—
07	Hail	Pyrite Colosseum	—
08	Bulk Up	—	—
09	Bullet Seed	—	—
10	Hidden Power	Pokémon Mart (The Under)	3,000
11	Sunny Day	Phenac Stadium	—
12	Taunt	Deep Colosseum	—
13	Ice Beam	Poké Coupon Exchange	4,000*
14	Blizzard	Pokémon Mart (The Under)	5,500
15	Hyper Beam	Pokémon Mart (The Under)	7,500
16	Light Screen	Pokémon Mart (The Under)	3,000
17	Protect	Pokémon Mart (The Under)	3,000
18	Rain Dance	Phenac Stadium	—
19	Giga Drain	Phenac Stadium	—
20	Safeguard	Pokémon Mart (The Under)	3,000
21	Frustration	—	—
22	Solarbeam	Phenac Stadium	—
23	Iron Tail	Under Colosseum	—
24	Thunderbolt	Poké Coupon Exchange	4,000*
25	Thunder	Pokémon Mart (The Under)	5,500

TM	Ability	Location	Price
26	Earthquake	Laboratory	—
27	Return	Phenac City	—
28	Dig	—	—
29	Psychic	Poké Coupon Exchange	3,500*
30	Shadow Ball	Under Colosseum	—
31	Brick Break	Pyrite Colosseum	—
32	Double Team	Poké Coupon Exchange	1,500*
33	Reflect	Pokémon Mart (The Under)	3,000
34	Shock Wave	—	—
35	Flamethrower	Poké Coupon Exchange	4,000*
36	Sludge Bomb	Under Colosseum	—
37	Sandstorm	Under Colosseum	—
38	Fire Blast	Pokémon Mart (The Under)	5,500
39	Rock Tomb	—	—
40	Aerial Ace	—	—
41	Torment	Phenac City	—
42	Facade	—	—
43	Secret Power	—	—
44	Rest	Deep Colosseum	—
45	Attract	The Under	—
46	Thief	Pyrite Town	—
47	Steel Wing	Mt. Battle	—
48	Skill Swap	Deep Colosseum	—
49	Snatch	Pyrite Cave	—
50	Overheat	—	—

* You can acquire the TM only by using Poké Coupon points.

BATTLE MOVES

BA=Basic Attack Power

AC=Accuracy

2-on-2 Battle Range:

1=Move is effective against one foe or partner.

2=Move is effective against both foes at once.

3=Move is effective against both foes and partner at once.

S=Move is effective against only the Pokémon that executes the move.

R=Move takes effect on random Pokémon chosen from both foes and partner.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe

PP=Power Points

DA: Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical attacks, like Aerial Ace.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe
Acid	PSN	40	100	30	2		Has a 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	•	Hits foe unavoidably
Agility	PSY	-	-	30	S		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance of a critical hit
Amnesia	PSY	-	-	20	S		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	•	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed by 1 level
Arm Thrust	FTG	15	100	20	1	•	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	S		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	•	Has a 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opposite gender to become attracted (50% chance that Pokémon can't move)
Aurora Beam	ICE	65	100	20	1		Has a 10% chance of lowering foe's Attack one level
Barrier	PSY	-	-	30	S		Raises Defense by two levels
Baton Pass	NRM	-	-	40	S		Swaps in new Pokémon; outbound Pokémon's status/stat effects transferred to new Pokémon
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	•	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	•	Has a 30% chance of causing Flinch
Blaze Kick	FTG	85	90	10	1	•	Has a high chance of a critical hit; 10% chance of causing Burn
Blizzard (TM 14)	ICE	120	70	5	2		Has a 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching out during battle
Body Slam	NRM	85	100	15	1	•	Has a 30% chance of causing Paralyze
Bounce	FLY	85	85	5	1	•	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	•	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has a 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has a 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (grass=Grass; sand=Ground; water=Water; caves=Rock; other=Normal)
Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's used next
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Confuse Ray	GHO	-	100	10	1		Causes Confuse
Confusion	PSY	50	100	25	1		Has a 10% chance of causing Confuse
Constrict	NRM	10	100	35	1	•	Has a 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	S		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	S		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	S		Raises Defense and Sp. Defense 1 level

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	•	Attacks second, doing 2x physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	•	High chance of a critical hit
Cross Chop	FTG	100	80	5	1	•	High chance of a critical hit
Crunch	DRK	80	100	15	1	•	Has a 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	•	Has a 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att & Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	•	No extra effect beyond damaging foe
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if the move user faints
Detect	FTG	-	-	5	S		Wards off foe's moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	•	Helps Pokémon avoid attack on first turn then strike on second
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	•	Helps Pokémon avoid attack on first turn then strike on second
Dizzy Punch	NRM	70	100	10	1	•	Has a 20% chance of causing Confuse
Doom Desire	STL	120	85	5	1		Waits two turns then inflicts damage on foe
Double Kick	FTG	30	100	30	1	•	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	•	Self-inflicts 1/3 of the damage
Doubleslap	NRM	15	85	10	1	•	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	•	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has a 30% chance of causing Paralyze
Dream Eater	PSY	100	100	15	1		If foe has Sleep condition, damages foe and restores attacker's HP equal to 1/2 inflicted damage
Drill Peck	FLY	80	100	20	1	•	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	•	Causes Confuse
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Ember	FIRE	40	100	25	1		Has a 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	•	Inflicts damage equal to defending Pokémon's HP minus attacker's HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause Pokémon to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if attacking Pokémon's HP is lower than target's
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes attacking Pokémon to faint
Extrasensory	PSY	80	100	30	1		Has a 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	•	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	•	Doubles Attack stat if attacking Pokémon has a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	•	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has a 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has a 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Flail	NRM	-	100	15	1	•	Inflicts higher damage if attacking Pokémon's HP is lower
Flame Wheel	FIRE	60	100	25	1	•	Has a 10% chance of causing Burn; can use even if attacker has a Freeze condition
Flamethrower (TM 35)	FIRE	95	100	15	1		Has a 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level for all moves
Flatter	DRK	-	100	15	1		Causes Confuse and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	•	Helps Pokémon avoid attack on first turn then strike on second
Focus Energy	NRM	-	-	30	S		Attack used on next turn will have a high chance of a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	•	Causes attacking Pokémon to move last in turn but Flinch if foe's first strike connects

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Follow Me	NRM	-	100	20	S		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frustration (TM 21)	NRM	-	100	20	1	•	Inflicts higher damage the weaker your friendship is with your Pokémon
Fury Attack	NRM	15	85	20	1	•	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	•	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	•	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze
Grasswhistle	GRS	-	55	15	1		Causes Sleep
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	S		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	S		Eliminates all PP from foe's move that causes your defender to faint in battle
Guillotine	NRM	-	30	5	1	•	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	S		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	S		Raises Defense 1 level
Haze	ICE	-	-	30	S		Returns your team's stats and the opposing team's stats to normal
Headbutt	NRM	70	100	15	1	•	Has a 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	S		Heals all critical conditions of all Pokémons in party
Heat Wave	FIRE	100	90	10	2		Has a 10% chance of causing Burn
Helping Hand	NRM	-	100	20	S		Raises power of partner's move in a 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	•	Self-inflicts 1/4 damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has a type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	•	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	•	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Howl	NRM	-	-	40	S		Raises Attack 1 level
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	•	Repeats for 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has a 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	•	Has a 10% chance of causing Freeze
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	S		Prevents foe from using the four moves attacking Pokémons knows
Ingrain	GRS	-	100	20	S		Restores some HP each turn but attacking Pokémons can't switch out
Iron Defense	STL	-	-	15	S		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	•	Has a 30% chance of lowering foe's Defense 1 level
Karate Chop	FTG	50	100	25	1	•	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level for all moves
Knock Off	DRK	20	100	20	1	•	Takes a foe's held item (if it has one) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	•	Has a high chance of a critical hit
Leech Life	BUG	20	100	15	1	•	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into attacker's HP every turn; benefits inbound Pokémons if attacker switches out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	•	Has a 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	S		Halves damage from foes' special attacks for 5 turns; effect persists if attacker switches out
Lock-On	NRM	-	100	5	1		Makes next move always hit successfully
Low Kick	FTG	-	100	20	1	•	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	•	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Always strikes foe successfully
Magnitude	GRD	-	100	30	3		Bases damage on random BA (10, 30, 50, 70, 90, 110 or 150)

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Mean Look	NRM	-	100	5	1		Prevents foe from switching as long as attacker remains onfield
Meditate	PSY	-	-	40	S		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores attacker's HP equal to 1/2 inflicted damage
Megahorn	BUG	120	85	10	1	•	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels if attacker faints in battle
Metal Claw	STL	50	95	35	1	•	Has a 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	•	Has a 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	-		Randomly uses a move from entire repertoire on pages 166-172
Milk Drink	NRM	-	-	10	S		Restores 1/2 Pokémon's maximum HP
Mimic	NRM	-	100	10	1		Uses same move as foe; works only if foe moves first
Mind Reader	NRM	-	100	5	1		Makes next move always hit successfully
Minimize	NRM	-	-	20	S		Raises evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks second, doing 2x special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	S		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	S		Lowers power of all Electric-type attacks while Pokémon is onfield
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level for all moves
Muddy Water	WTR	95	85	10	2		Has a 30% chance of lowering foe's Accuracy 1 level for all moves
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	•	Has a 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to attacker's level
Octazooka	WTR	65	85	10	1		Has a 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Outrage	DRG	90	100	15	R	•	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Overheat (TM 50)	FIRE	140	90	5	1	•	Causes massive damage but lowers attacker's Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP then splits total between both
Peck	FLY	35	100	35	1	•	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	S		Causes attacker and foe to faint after three turns; both Pokémon can switch out to prevent effect
Petal Dance	GRS	70	100	20	R	•	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	•	Has a 30% chance of causing Poison that causes increased residual damage each turn
Poison Gas	PSN	-	55	40	1		Causes Poison
Poison Sting	PSN	15	100	35	1		Has a 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	•	Has a high chance of a critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison
Pound	NRM	40	100	35	1	•	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has a 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 80
Protect (TM 17)	NRM	-	-	10	S		Wards off foe's moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has a 10% chance of causing Confuse
Psych Up	NRM	-	-	10	1		Duplicates stat modifications of foe or ally target
Psychic (TM 29)	PSY	90	100	10	1		Has a 10% chance of lowering foe's Sp. Defense 1 level
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times attacker's level
Pursuit	DRK	40	100	20	1	•	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	•	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	•	Increases damage for next use if attacker is hit and uses Rage consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	•	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		High chance of a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on first turn then attempts strike on second; has a high chance of a critical hit

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Recover	NRM	-	-	20	S		Restores 1/2 of Pokémon's maximum HP
Reflect (TM 33)	PSY	-	-	20	S		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	S		Heals Poison, Paralyze and Burn
Rest (TM 44)	PSY	-	-	10	S		Restores all HP, then self-inflicts a Sleep condition for the next 2 turns
Return (TM 27)	NRM	-	100	20	1	•	Inflicts higher damage the stronger your friendship is with your Pokémon
Revenge	FTG	60	100	10	1	•	Increases damage for next use of Revenge if Pokémon is hit
Reversal	FTG	-	100	15	1	•	Inflicts higher damage the lower the attacker's HP is
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has a 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	•	Has a 50% chance of lowering foe's Defense by 1 level
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	•	Has a 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	•	Repeats 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has a 50% chance of causing Burn
Safeguard (TM 20)	NRM	-	-	25	S		Protects team from status affliction for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level for all moves
Sandstorm (TM 37)	RCK	-	-	10	S		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Defense 2 levels
Scratch	NRM	40	100	35	1	•	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has a 30% chance of a 2nd effect based on terrain (see page 5)
Seismic Toss	FTG	-	100	20	1	•	Causes damage equal to attacker's level
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has a 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	•	Always strikes foe successfully
Shadow Rush	-	90	100	-	1	•	Only Shadow Pokémon can use the move; self-inflicts some damage
Sheer Cold	ICE	-	30	5	1		Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Shock Wave (TM 34)	ELC	60	-	20	1		Always strikes foe successfully
Signal Beam	BUG	75	100	15	1		Has a 10% chance of causing Confuse
Silver Wind	BUG	60	100	5	1		Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon's move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	•	Raises Defense 1 level; prepares attack on first turn then attempts strike on second
Sky Attack	FLY	140	90	5	1		Prepares attack on first turn then attempts strike on second; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	•	Damages Flying-type Pokémon more easily
Slack Off	NRM	-	100	10	S		Restores 1/2 of attacker's maximum HP
Slam	NRM	80	75	20	1	•	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	•	Has a high chance of a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep
Sleep Talk	NRM	-	-	10	-		Protects Pokémon by using moves randomly if your Pokémon has a Sleep condition
Sludge	PSN	65	100	20	1		Has a 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has a 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	•	Inflicts double damage on foes with a Paralyze condition, then cures the condition
Smog	PSN	20	70	20	1		Has a 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level for all moves
Snatch (TM 22)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has a 30% chance of causing Flinch if your Pokémon has a Sleep condition
Solarbeam (TM 22)	GRS	120	100	10	1		Preps on first turn, attacks on second turn; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 points of damage regardless of other battle factors
Spark	ELC	65	100	20	1	•	Has a 30% chance of causing Paralyze

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	S		None
Spore	GRS	-	100	15	1		Causes Sleep
Steel Wing (TM 47)	STL	70	90	25	1	•	Has a 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	S		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	•	Has a 30% chance of causing Flinch
Strength (HM 04)	NRM	80	100	15	1	•	No extra effect beyond damaging foe
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	•	Attack becomes available to all Pokémon that run out of PP for all moves; self-inflicts 1/4 damage
Stun Spore	GRS	-	75	30	1		Causes Paralyze
Submission	FTG	80	80	25	1	•	Damages foe but self-inflicts 1/4 of the damage
Substitute	NRM	-	-	10	S		Creates a battle decoy from 1/4 of Pokémon's maximum HP
Sunny Day (TM 11)	FIRE	-	-	5	S		Changes weather to sunny conditions for 5 turns, which raises power of Fire-type moves
Superpower	FTG	120	100	5	1	•	Inflicts massive amount of damage but lowers attacker's Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes Confuse
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe
Swagger	NRM	-	90	15	1		Causes foe to have a Confuse condition and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	S		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes Confuse
Sweet Scent	NRM	-	100	20	2		Lowers foe's evasiveness 1 level
Swift	NRM	60	-	20	2		Always strikes foe successfully
Swords Dance	NRM	-	-	30	S		Raises Attack 2 levels
Synthesis	GRS	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	•	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	S		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	•	Damages foe but self-inflicts 1/4 of the damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attacks (not defensive moves) for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes Confuse in all Pokémon on field except attacking Pokémons
Teleport	PSY	-	-	20	S		None in Pokémon Colosseum
Thief (TM 46)	DRK	40	100	10	1	•	Takes a foe's held item (if it has one)
Thrash	NRM	90	100	20	R	•	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze
Thunderbolt (TM 24)	ELC	95	100	15	1		Has a 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	•	Has a 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has a 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	•	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison; amount of residual poison damage increases each turn
Tri Attack	NRM	80	100	10	1		Has a 20% chance of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with your Pokémons
Triple Kick	FTG	10	90	10	1	•	Attacks 3 times in a row; damage increases each time
Twister	DRG	40	100	20	2		Has a 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats for 2 to 5 turns; no Pokémon can inflict a Sleep condition until completed
Vicegrip	NRM	55	100	30	1	•	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	•	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	•	Causes attacker to strike second but move will always strike foe successfully
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has a 20% chance of causing Confuse
Water Sport	WTR	-	100	15	S		Lowers power of all Fire-type attacks while Pokémon is onfield

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Water Spout	WTR	150	100	5	2		Inflicts less damage if your Pokémon's HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	•	No extra effect beyond damaging foe
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; hail=Ice; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Forces random foe switch in battle
Will-o-Wisp	FIRE	-	75	15	1		Causes Burn
Wing Attack	FLY	60	100	35	1	•	No extra effect beyond damaging foe
Wish	NRM	-	100	10	5		Restores 1/2 of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	5		Raises Defense 1 level
Wrap	NRM	15	85	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes Sleep condition in foe on next turn
Zap Cannon	ELC	100	50	5	1		Causes Paralyze if foe is hit

ABILITIES

Ability	Description
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types or Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match the type of a move that hits it
Compoundeyes	Increases Accuracy 30% for all moves
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to sunny conditions during battle
Early Bird	Causes Pokémon to wake earlier from Sleep condition
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when opponent attacks directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when opponent attacks directly
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (sun=Fire-type, rain=Water-type, hail=Ice-type)
Guts	Multiplies power of a Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of a Pokémon's attacks by 1.5, but move Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	No effect in Pokémon Colosseum
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from Flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a 2-on-2 battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage to opponent Pokémon when it attempts to absorb or leech HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies Defense by 1.5 when Pokémon has a status condition
Minus	Multiplies Sp. Attack by 1.5 when a positively charged Pokémon is onfield
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Sp. Attack power by 1.5 when a negatively charged Pokémon is onfield
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks directly
Pressure	Reduces opponent Pokémon's PP by 2 every time it damages the Pokémon with Pressure

Ability	Description
Pure Power	Increases power of Pokémons attacks, but the effect is halved when the Pokémons ability is changed (e.g., Skill Swap)
Rain Dish	Recover HP in every turn when it's raining during battle
Rock Head	Prevents Pokémons from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks directly
Run Away	Allows Pokémons to escape from wild Pokémons (no effect in Pokémons Colosseum)
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémons to evade moves more easily during sandstorms
Serene Grace	Doubles the chances that any attack's additional effects will work
Shadow Tag	Prevents foe from swapping out Pokémons
Shed Skin	Gives Pokémons a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémons from suffering critical hits
Shield Dust	Shields Pokémons from the additional effects of attacks
Soundproof	Frees Pokémons from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémons Speed every turn
Static	Afflicts opponent Pokémons with a Paralyze condition 30% of the time when opponent attacks directly
Stench	When the Pokémons is in the lead team position, decreases chances of meeting wild Pokémons (no effect in Pokémons Colosseum)
Sticky Hold	Prevents opponent Pokémons from stealing an item
Sturdy	Shields Pokémons from attacks that knock it out in one hit
Suction Cups	Prevents Pokémons from swapping out when the opponent Pokémons uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when the Pokémons HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémons Speed when it's raining in battle
Synchronize	Causes opponent Pokémons that inflicts Poison, Paralyze or Burn to receive the same condition
Thick Fat	Reduces damage by half when Pokémons is hit with Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when the Pokémons HP falls below 1/3 its maximum
Trace	Duplicates the ability that opponent Pokémons has
Truant	Restricts Pokémons from making a move every turn (can act only every other turn)
Vital Spirit	Prevents Pokémons from getting a Sleep condition
Volt Absorb	Restores Pokémons HP when hit with Electric-type attacks
Water Absorb	Restores Pokémons HP when hit with Water-type attacks
Water Veil	Prevents Pokémons from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémons stats
Wonder Guard	Prevents all damage except from attack types that the Pokémons is weak against

NATURES

A Pokémons nature affects the growth of its stats and which flavors it prefers. In Story mode, it also impacts which purification methods are the most effective.

Nature	Attack	Defense	Special Attack	Special Defense	Speed	Favorite	Least Favorite
Adamant	Rises quickly	—	Rises slowly	—	—	Spicy (Cool)	Dry (Beauty)
Bashful	—	—	—	—	—		
Bold	Rises slowly	Rises quickly	—	—	—	Sour (Tough)	Spicy (Cool)
Brave	Rises quickly	—	—	—	Rises slowly	Spicy (Cool)	Sweet (Cute)
Calm	Rises slowly	—	—	Rises quickly	—	Bitter (Smart)	Spicy (Cool)
Careful	—	—	Rises slowly	Rises quickly	—	Bitter (Smart)	Dry (Beauty)
Docile	—	—	—	—	—		
Gentle	—	Rises slowly	—	Rises quickly	—	Bitter (Smart)	Sour (Tough)
Hardy	—	—	—	—	—		
Hasty	—	Rises slowly	—	—	Rises quickly	Sweet (Cute)	Sour (Tough)
Impish	—	Rises quickly	Rises slowly	—	—	Sour (Tough)	Dry (Beauty)
Jolly	—	—	Rises slowly	—	Rises quickly	Sweet (Cute)	Dry (Beauty)
Lax	—	Rises quickly	—	Rises slowly	—	Sour (Tough)	Bitter (Smart)
Lonely	Rises quickly	Rises slowly	—	—	—	Spicy (Cool)	Sour (Tough)
Mild	—	Rises slowly	Rises quickly	—	—	Dry (Beauty)	Sour (Tough)
Modest	Rises slowly	—	Rises quickly	—	—	Dry (Beauty)	Spicy (Cool)
Naive	—	—	—	Rises slowly	Rises quickly	Sweet (Cute)	Bitter (Smart)
Naughty	Rises quickly	—	—	Rises slowly	—	Spicy (Cool)	Bitter (Smart)
Quiet	—	—	Rises quickly	—	Rises slowly	Dry (Beauty)	Sweet (Cute)
Quirky	—	—	—	—	—		
Rash	—	—	Rises quickly	Rises slowly	—	Dry (Beauty)	Bitter (Smart)
Relaxed	—	Rises quickly	—	—	Rises slowly	Sour (Tough)	Sweet (Cute)
Sassy	—	—	—	Rises quickly	Rises slowly	Bitter (Smart)	Sweet (Cute)
Serious	—	—	—	—	—		
Timid	Rises slowly	—	—	—	Rises quickly	Sweet (Cute)	Spicy (Cool)

AVAILABLE POKÉMON BY TYPE

After you find out which Pokémon a Battle mode Trainer has on his team, consult the battle chart on page 4 to see which Pokémon types and attack types will be the most effective in a fight. Then use the following charts to find Pokémon* types that will fit the bill defensively and—if they have same-type attacks—offensively.

* The listed Pokémon are those available in PokéColosseum's Story mode, and all Pokémon that you can bring to the game when you link your PokéRuby and PokéSapphire Game Paks.

BUG

POKÉMON	TYPE
ANORITH	ROCK-BUG
ARIADOS	BUG-POISON
ARMALDO	ROCK-BUG
BEAUTIFLY	BUG-FLYING
CASCOON	BUG
DUSTOX	BUG-POISON
FORRETRESS	BUG-STEEL
HERACROSS	BUG-FIGHTING
ILLUMISE	BUG
LEDIAN	BUG-FLYING
MASQUERAIN	BUG-FLYING
NINCADA	BUG-GROUND
NINJASK	BUG-FLYING
PINSIR	BUG
SHEDINJA	BUG-GHOST
SHUCKLE	BUG-ROCK
SILCOON	BUG
SURSKIT	BUG-WATER
VOLBEAT	BUG
WURMPLE	BUG
YANMA	BUG-FLYING

DRAGON

POKÉMON	TYPE
ALTARIA	DRAGON-FLYING
BAGON	DRAGON
FLYGON	GROUND-DRAGON
KINGDRA	WATER-DRAGON
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SHELGON	DRAGON
VIBRAVA	GROUND-DRAGON

ELECTRIC

POKÉMON	TYPE
AMPHAROS	ELECTRIC
CHINCHOU	WATER-ELECTRIC
ELECTRIKE	ELECTRIC
ELECTRODE	ELECTRIC
FLAFFFY	ELECTRIC
LANTURN	WATER-ELECTRIC
MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MANECTRIC	ELECTRIC
MINUN	ELECTRIC
PICHU	ELECTRIC
PIKACHU	ELECTRIC
PLUSLE	ELECTRIC
RAICHU	ELECTRIC
RAIKOU	ELECTRIC
VOLTORB	ELECTRIC

DARK

POKÉMON	TYPE
ABSOL	DARK
CACTURNE	GRASS-DARK
CARVANHA	WATER-DARK
CRAWDAUNT	WATER-DARK
HOUNDOOM	DARK-FIRE
MIGHTYENA	DARK
MURKROW	DARK-FLYING
NUZLEAF	GRASS-DARK
POOCHYENA	DARK
SABLEYE	DARK-GHOST
SHARpedo	WATER-DARK
SHIFTRY	GRASS-DARK
SNEASEL	DARK-ICE
TYRANitar	ROCK-DARK
UMBREON	DARK

FIGHTING

POKÉMON	TYPE
BLAZIKEN	FIRE-FIGHTING
BRELOOM	GRASS-FIGHTING
COMBUSKEN	FIRE-FIGHTING
HARIYAMA	FIGHTING
HERACROSS	BUG-FIGHTING
HITMONTOP	FIGHTING
MACHAMP	FIGHTING
MACHOKE	FIGHTING
MACHOP	FIGHTING
MAKUHITA	FIGHTING

MEDICHAM

FIGHTING-PSYCHIC

MEDITITE

FIGHTING-PSYCHIC

FIRE

POKÉMON

TYPE

BLAZIKEN	FIRE-FIGHTING
CAMERUPT	FIRE-GROUND
COMBUSKEN	FIRE-FIGHTING
ENTEI	FIRE
HO-OH	FIRE-FLYING
HOUNDOOM	DARK-FIRE
MAGCARGO	FIRE-ROCK
NINETALES	FIRE
NUMEL	FIRE-GROUND
QUILAVA	FIRE
SLUGMA	FIRE
TORCHIC	FIRE
TORKOAL	FIRE
TYPHLOSION	FIRE
VULPIX	FIRE

FLYING

POKÉMON

TYPE

ALTARIA	DRAGON-FLYING
BEAUTIFLY	BUG-FLYING
CROBAT	POISON-FLYING
DELIBIRD	ICE-FLYING
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
GLIGAR	GROUND-FLYING
GOLBAT	POISON-FLYING
GYARADOS	WATER-FLYING
HO-OH	FIRE-FLYING
JUMPLUFF	GRASS-FLYING
LEDIAN	BUG-FLYING
MANTINE	WATER-FLYING
MASQUERAIN	BUG-FLYING
MURKROW	DARK-FLYING
NATU	PSYCHIC-FLYING
NINJASK	BUG-FLYING
NOCTOWL	NORMAL-FLYING
PELIPPER	WATER-FLYING
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SKARMORY	STEEL-FLYING

SKIPLOOM	GRASS-FLYING
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
TROPIUS	GRASS-FLYING
WINGULL	WATER-FLYING
XATU	PSYCHIC-FLYING
YANMA	BUG-FLYING
ZUBAT	POISON-FLYING

GHOST

POKéMON	TYPE
BANETTE	GHOST
DUSCLOPS	GHOST
DUSKULL	GHOST
MISDREAVUS	GHOST
SABLEYE	DARK-GHOST
SHEDINJA	BUG-GHOST
SHUPPET	GHOST

GRASS

POKéMON	TYPE
BAYLEEF	GRASS
BELLOSSOM	GRASS
BRELOOM	GRASS-FIGHTING
CACNEA	GRASS
CACTURNE	GRASS-DARK
CELEBI	PSYCHIC-GRASS
CRADILY	ROCK-GRASS
GLOOM	GRASS-POISON
GROVYLE	GRASS
JUMPLUFF	GRASS-FLYING
LILEEP	ROCK-GRASS
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
MEGANIUM	GRASS
NUZLEAF	GRASS-DARK
ODDISH	GRASS-POISON
ROSELIA	GRASS-POISON
SCEPTILE	GRASS
SEEDOT	GRASS
SHIFTRY	GRASS-DARK
SHROOMISH	GRASS
SKIPLOOM	GRASS-FLYING
SUNFLORA	GRASS
TREECKO	GRASS
TROPIUS	GRASS-FLYING
VILEPLUME	GRASS-POISON

GROUND

POKéMON	TYPE
BALTOY	GROUND-PSYCHIC
BARBOACH	WATER-GROUND
CAMERUPT	FIRE-GROUND
CLAYDOL	GROUND-PSYCHIC
DONPHAN	GROUND
FLYGON	GROUND-DRAGON
GEODUDE	ROCK-GROUND
GLIGAR	GROUND-FLYING
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
GROUDON	GROUND
MARSHTOMP	WATER-GROUND
NIINCADA	BUG-GROUND
NUMEL	FIRE-GROUND
PHANPY	GROUND
PILOSWINE	ICE-GROUND
QUAGSIRE	WATER-GROUND
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SANDSHREW	GROUND
SANDSLASH	GROUND
SWAMPERT	WATER-GROUND
TRAPINCH	GROUND
VIBRAVA	GROUND-DRAGON
WHISCASH	WATER-GROUND

ICE

POKéMON	TYPE
DELIBIRD	ICE-FLYING
GLALIE	ICE
PILOSWINE	ICE-GROUND
REGICE	ICE
SEALEO	ICE-WATER
SNEASEL	DARK-ICE
SNORUNT	ICE
SPHEAL	ICE-WATER
WALREIN	ICE-WATER

NORMAL

POKéMON	TYPE
AIPOM	NORMAL
AZURILL	NORMAL
CASTFORM	NORMAL
DELCATTY	NORMAL
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
DUNSPARCE	NORMAL
EXPLOUD	NORMAL
FURRET	NORMAL
GIRAFARIG	NORMAL-PSYCHIC
GRANBULL	NORMAL

IGGLYBUFF	NORMAL
JIGGLYPUFF	NORMAL
KECLEON	NORMAL
LINOONE	NORMAL
LOUDRED	NORMAL
MILTANK	NORMAL
NOCTOWL	NORMAL-FLYING
SKITTY	NORMAL
SLAKING	NORMAL
SLAKOTH	NORMAL
SMEARGLE	NORMAL
SPINDA	NORMAL
STANTLER	NORMAL
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
URSARING	NORMAL
VIGOROTH	NORMAL
WHISMUR	NORMAL
WIGGLYTUFF	NORMAL
ZANGOOSE	NORMAL
ZIGZAGOON	NORMAL

POISON

POKéMON	TYPE
ARIADOS	BUG-POISON
CROBAT	POISON-FLYING
DUSTOX	BUG-POISON
GLOOM	GRASS-POISON
GOLBAT	POISON-FLYING
GRIMER	POISON
GULPIN	POISON
KOFFING	POISON
MUK	POISON
ODDISH	GRASS-POISON
OWLFISH	WATER-POISON
ROSELIA	GRASS-POISON
SEVIPER	POISON
SWALOT	POISON
TENTACOOL	WATER-POISON
TENTACRUEL	WATER-POISON
VILEPLUME	GRASS-POISON
WEEZING	POISON
ZUBAT	POISON-FLYING

PSYCHIC

POKéMON	TYPE
ABRA	PSYCHIC
ALAKAZAM	PSYCHIC
BALTOY	GROUND-PSYCHIC
BELDUM	STEEL-PSYCHIC
CELEBI	PSYCHIC-GRASS
CHIMECHO	PSYCHIC

CLAYDOL	GROUND-PSYCHIC
ESPEON	PSYCHIC
GARDEVOIR	PSYCHIC
GIRAFARIG	NORMAL-PSYCHIC
GRUMPIG	PSYCHIC
JIRACHI	STEEL-PSYCHIC
KADABRA	PSYCHIC
KIRLIA	PSYCHIC
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
MEDICHAM	FIGHTING-PSYCHIC
MEDITITE	FIGHTING-PSYCHIC
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
NATU	PSYCHIC-FLYING
SOLROCK	ROCK-PSYCHIC
SPOINK	PSYCHIC
STARMIE	WATER-PSYCHIC
WOBBUFFET	PSYCHIC
WYNAUT	PSYCHIC
XATU	PSYCHIC-FLYING

ROCK

POKÉMON	TYPE
AGGRON	STEEL-ROCK
ANORITH	ROCK-BUG
ARMALDO	ROCK-BUG
ARON	STEEL-ROCK
CORSOLA	WATER-ROCK
CRADILY	ROCK-GRASS
GEODUDE	ROCK-GROUND
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
LAIRON	STEEL-ROCK
LILEEP	ROCK-GRASS
LUNATONE	ROCK-PSYCHIC
MAGCARGO	FIRE-ROCK
NOSEPASS	ROCK
REGIROCK	ROCK
RELICANTH	WATER-ROCK
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SHUCKLE	ROCK-BUG
SOLROCK	ROCK-PSYCHIC
SUDOWOODO	ROCK
TYRANITAR	ROCK-DARK

STEEL

POKÉMON	TYPE
AGGRON	STEEL-ROCK
ARON	STEEL-ROCK
BEDUM	STEEL-PSYCHIC
FORRETRESS	BUG-STEEL
JIRACHI	STEEL-PSYCHIC
LAIRON	STEEL-ROCK

MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MAWILE	STEEL
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
REGISTEEL	STEEL
SKARMORY	STEEL-FLYING

SWAMPERT	WATER-GROUND
TENTACOOL	WATER-POISON
TENTACRUEL	WATER-POISON
WAILMER	WATER
WAILORD	WATER
WALREIN	ICE-WATER
WHISCASH	WATER-GROUND
WINGULL	WATER-FLYING

WATER

POKÉMON	TYPE
AZUMARILL	WATER
BARBOACH	WATER-GROUND
CARVANHA	WATER-DARK
CHINCHOU	WATER-ELECTRIC
CLAMPERL	WATER
CORPHISH	WATER
CORSOLA	WATER-ROCK
CRAWDAUNT	WATER-DARK
CROCONAW	WATER
FEEBAS	WATER
FERALIGATR	WATER
GOLDEEN	WATER
GOLDUCK	WATER
GOREBYSS	WATER
GYARADOS	WATER-FLYING
HORSEA	WATER
HUNTAIL	WATER
KINGDRA	WATER-DRAGON
KYOGRE	WATER
LANTURN	WATER-ELECTRIC
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
LUVDISC	WATER
MAGIKARP	WATER
MANTINE	WATER-FLYING
MARILL	WATER
MARSHTOMP	WATER-GROUND
MILOTIC	WATER
MUDKIP	WATER
OCTILLERY	WATER
PELIPPER	WATER-FLYING
PSYDUCK	WATER
QUAGSIRE	WATER-GROUND
OWLFISH	WATER-POISON
RELICANTH	WATER-ROCK
REMORAID	WATER
SEADRA	WATER
SEAKING	WATER
SEALEO	ICE-WATER
SHARpedo	WATER-DARK
SPHEAL	ICE-WATER
STARMIE	WATER-PSYCHIC
STARYU	WATER
SUICUNE	WATER
SURSKIT	BUG-WATER



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LEDYBA ♂	—	SPHARAK ♂ —
	—	
SHROOMISH ♀	—	NINCADA ♂ —
	—	
LOTAD ♂	—	SURSKIT ♀ —
	—	
CORPHISH ♂	—	GARBOACH ♂ —
	—	
CARVANISH ♂	—	WALMER ♂ —
	—	
GOLDEEN ♀	—	MORSEA ♀ —
	—	
GEODUDE ♂	—	TRAPINCH ♂ —
	—	
SLUGMA ♂	—	ARON ♂ —
	—	
NUMEL ♂	—	LARVITAR ♂ —
	—	

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